THE ART OF H.P. LOVECRAFT'S
CTHULHU MYTHOS™
Edited by Pat Harrigan and Brian Wood

The Art of H.P. Lovecraft's Cthulhu Mythos

Edited by Pat Harrigan and Brian Wood
Cover Art by Michael Komarck

In his house at R'lyeh dead Cthulhu waits dreaming.

Within these covers some of today's most talented artists give you a glimpse of the haunting and macabre images inspired by author H.P. Lovecraft and the Cthulhu Mythos. From the sanity-destroying Great Old Ones to the mad cultists who worship them, from the gangsters of the Roaring '20s to the terrors of the 21st century, this book brings to life the dark and compelling images of the Cthulhu Mythos.

Take to the streets with the Blackwood Detective Agency and the O'Bannion mob, as strange forces lead to an unlikely alliance. Journey to Innsmouth, whose inhabitants seem afflicted by a strange malady, and where the song of the ocean is the hymn of an ancient religion. Look upon the most ancient of beings: Yog-Sothoth, who is the Key and the Gate; Shub Niggurath, the Black Goat of the Woods with a Thousand Young; He Who Must Not be Named and His avatar, the King in Yellow.

And finally, when the stars are right, behold Great Cthulhu himself, who lies dead but dreaming in the sunken city of R'lyeh.

The Art of H.P. Lovecraft's Cthulhu Mythos features lavish and lovingly crafted illustrations by dozens of talented and slightly insane artists: Michael Komarck, Paul Carrick, Anders Finer, Patrick McEvoy, Torstein Nordstrand, and many more. The images within are drawn from the roleplaying, card, and board games inspired by the Cthulhu Mythos and its horrible secrets.

The Art of H.P. Lovecraft's Cthulhu Mythos™

H.P. Lovecraft by Jeremy McHugh ©Fantasy Flight Games

Credits

Editors
Pat Harrigan and Brian Wood

Book and Chapter Introductions
Pat Harrigan

Layout
Brian Wood

Cover Illustration
Michael Komarck

Border Illustration
Socar Myles

Interior Illustrations
Aaron Acevedo, Samuel Araya, Laurel Austin, Paul Ballard, Jill Bauman, Alan Bednar, Linda Bergkvist, Carlo Bocchio, Paul Burrow, Dennis Calero, Joe Calkins, Roberto Campus, Miguel Coiumbra, Felicia Cano, Daarken, Cameron Davis, Thomas Denmark, Eric Deschamps, Alejandro Diaz, Juan Carlos Diaz, Chris Dien, Katherine Dinger, Matt Dixon, Fergus Duggan, Vincent Dutrait, Jesper Ejsing, Fabien Fernandez, Anders Finer, Guy Gentry, John Goodenough, John Gravato, Chris Griffin, Josh Hagler, Andrew Hall, Nils Hamm, Chris Hill, Rafal Hrynkiewicz, Uwe Jarling, Tomasz Jedruszek, Andrew Johansen, Dave Kendall, Jonathan Kirtz, Michel Koch, Michael Komarck, Kyri Koniotou, John Kovalic, Camille Kuo, Zotho Lhun, Henning Ludvigsen, Roberto Marchesi, John Matson, Michael May, Patrick McEvoy, Jeremy McHugh, John Moriarty, Charles Morrow, Torstein Norstrand, Terry Pavlet, Ted Pendergraft, Nick Percival, Edward Reed, Natascha Roeosli, James Ryman, Christian Schwager, Chris Seaman, Lars Simkins, Marc Simonetti, Oliver Specht, Yulia Startsev, Bob Stevlic, Arim Stocker, Gregory Szuchs, Jean Tay, Rob Thomas, Sedone Thongvilay, Grey Thornberry, Frances Tsai, Cyril Van Der Haegen, Jessica Van Hulle, Walter Velez, Derk Venneman, Sylvain Vialla, Franz Vohwinkel, Shane Watson, Eric Wilkerson, Doug Williams, Jarreau Wimberly, Mike Yamada

Graphic Design
Brian Schomburg

Executive Developer
Greg Benage

Special Thanks
Darrell Hardy

©2006 Fantasy Flight Publishing, Inc. All rights reserved.

Contents

Introduction 4

Forbidden Knowledge 6
Images of ancient texts, those who seek them, and the horrible ramifications of knowledge

Visitors 26
Images of unusual and terrible beings

Law and Disorder 54
Images of gangsters, lawmen, and the horrific circumstances that led them to an alliance

Strange Pastimes 74
Images of practitioners of the occult, worshippers of dread beings, and the mad few who devote their lives to combating the unknowable

The Deep 94
Images of Innsmouth, its strange inhabitants, and the ancient horrors that lie dead but dreaming beneath the ocean

Expeditions 118
Images of explorers and adventurers questing into the unknown, and the ancient truths they uncover

The King in Yellow 144
Images of the blasphemous play, its cast, and the followers of He Who Must Not Be Named

The Crawling Chaos 160
Images of the thousand faces of the Crawling Chaos, the Key and the Gate, and other things unknowable and indescribable

Artist Bios 184

Introduction

Lovecraft was not an imagistic writer. The stereotype is one of vague adjectives: *abnormal*, *unutterable*, *monstrous*. And true, we're told of Great Cthulhu:

The Thing cannot be described–there is no language for such abysms of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled.

But consider what else is said of Cthulhu, when the Great Old One first rises from R'lyeh: *its gelatinous green immensity*, *the green, sticky spawn of the stars*, *the flabby claws*, *the mountainous monstrosity*, *the pursuing jelly*, *the awful squid-head with writhing feelers*. And, with the most pungent adjective in all of Lovecraft, great Cthulhu slides *greasily into the water*.

Earlier in "The Call of Cthulhu" we have been shown both a bas-relief and a small carving of Cthulhu, the latter of which furnishes a particularly concrete description:

It represented a monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind.

In this way Cthulhu's shape is delineated long before we see it. Later, when we view the Thing itself, Lovecraft feels no need to describe Cthulhu further, except inasmuch as the creature differs from its image: Therefore he tells us of Cthulhu's mountainous size and–confirming his "rubbery-looking body"–his disgusting softness and pliability. When Cthulhu finally appears in the story, Lovecraft is able to elaborate on the *meaning* of his physical presence, and how it destroys the lives and sanity of those who behold it.

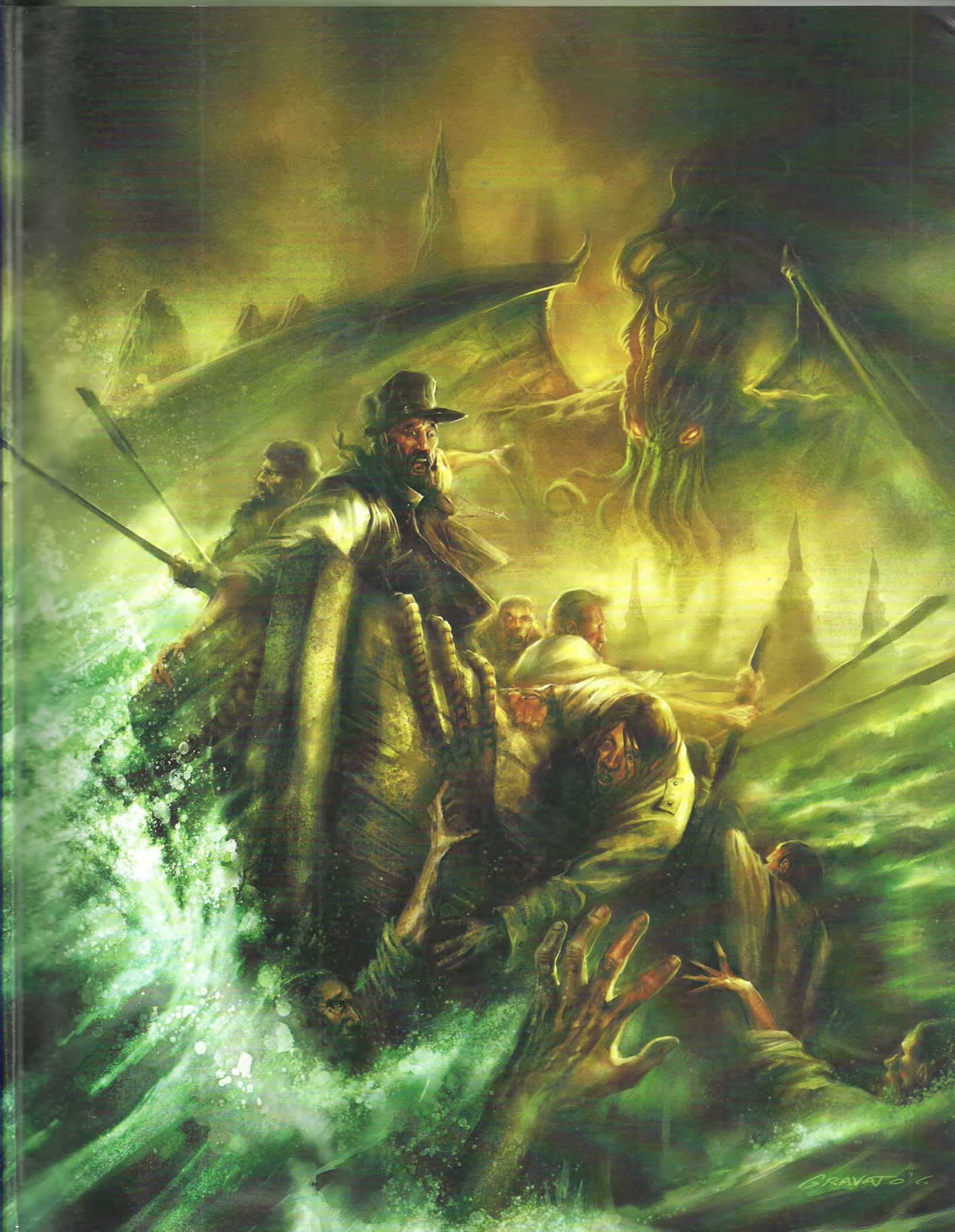
In the scene of Cthulhu chasing the crew of the *Emma* we can observe the heart of Lovecraft's philosophy: man, tiny and insignificant, pursued by forces vast, terrible, and incomprehensible. But the fact that Great Cthulhu is a symbol is trivial. If that was all there was to it, I doubt we'd still be talking about it almost eighty years later. No, what's memorable about Cthulhu is the awful physicality, the enormous bulk, the wings and tentacles, the greasiness. This is the clay made flesh. It's no surprise that in the book you're reading now, two separate artists have given us renditions of this awful, almost primal scene.

In truth Lovecraft's horrors were almost always physical: Think of the dissolution of Dr. Muñoz in "Cool Air," the flesh-eating canine things of "Pickman's Model," and Walter Gilman's fate in "The Dreams in the Witch-House." In later stories, Lovecraft delighted in describing alien societies, but he also loved alien bodies: squamous Deep Ones, fungoid Mi-Go, the conical Great Race, and the star-headed Old Ones of Antarctica, frozen in ice and put on display for our wonderment. Even the Haunter of the Dark sears a single organic image into our brains, with its three-lobed burning eye.

His cities and landscapes are equally palpable. Arkham has its crumbling gable roofs, Kingsport its mists, and Dunwich its squalid shacks. Even the unknown places evoke images; when we are told of the "demonic plateau of Leng," our minds are given space to project an image of this sinister place–a panorama sketched in a few syllables.

Of course, the modern Cthulhu Mythos encompasses more than just Lovecraft. In this book you will find images drawn from or influenced by the works of Robert E. Howard, Clark Ashton Smith, Robert Bloch, Frank Belknap Long, August Derleth, Robert Chambers, Ramsey Campbell, James Blish, Brian Lumley, and T.E.D. Klein, not to mention the diseased minds of those at Chaosium and Fantasy Flight Games.

In this book you'll see things you've never seen before–or maybe you have seen them, if you're truly gifted, or truly unlucky. The Lovecraftian vision is one of uncomfortable things lurking just beyond normal sight. Lovecraftian horror is a photograph from life.


GRAVATO'G

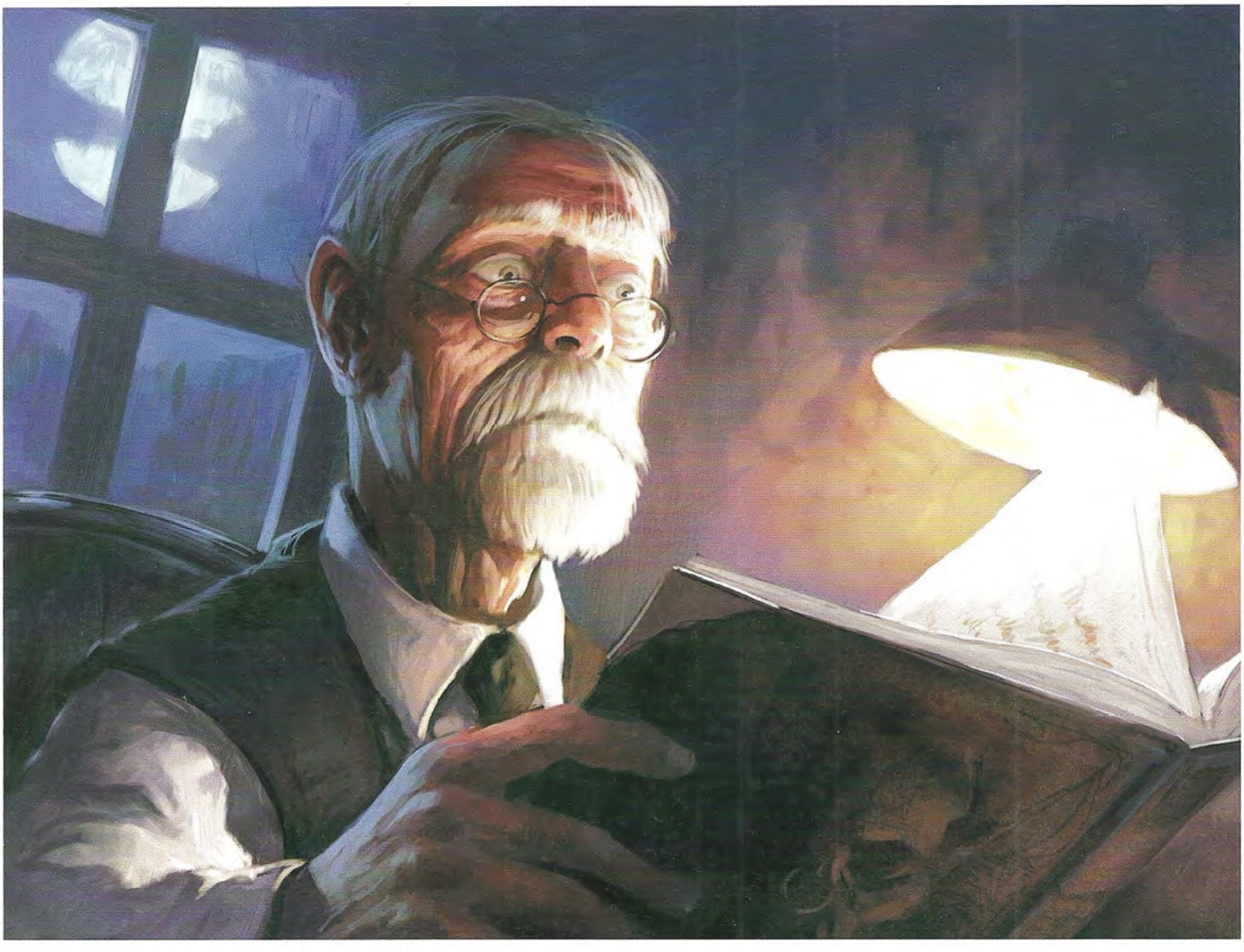
CHAPTER

1

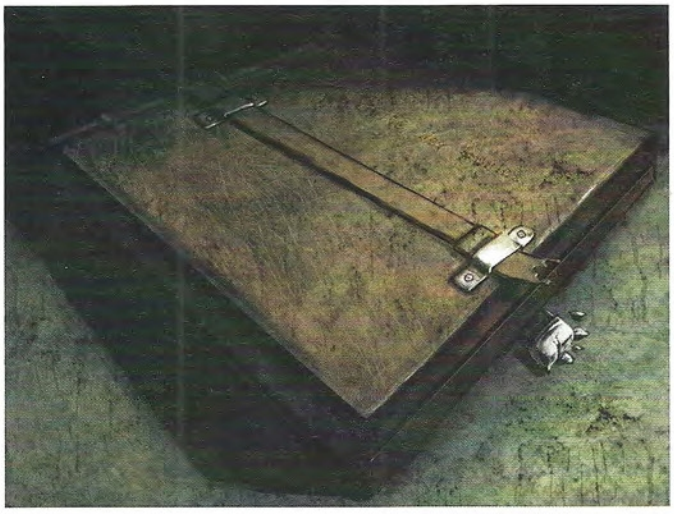
Forbidden Knowledge

Wherein we find scholars, magi, and those who make a study of the hermetic and arcane. Take, for instance, the Silver Twilight Lodge. It may seem to be a harmless diversion for the well-heeled modern eccentric, but behind its ritualistic hogwash lies something darker, and much, much older. Perhaps hints of the lodge's real purpose may be gleaned from the fabled Necronomicon of the Mad Arab Abdul Alhazred. A copy of this dark tome can be found in Miskatonic University's Rare Book Room, and Professor Henry Armitage has become only too familiar with its dread passages. Other scholars we discover here have sought understanding through unethical experiments or magickal rites. In any case it is clear that knowledge of this sort comes at great risk to sanity and soul.

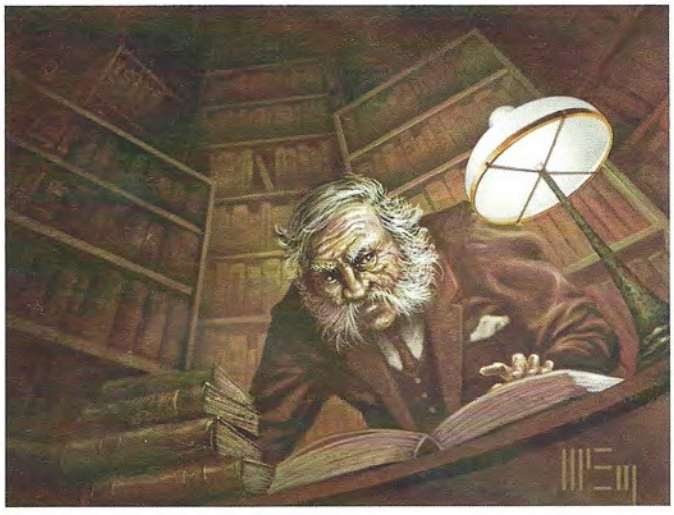
FOLLOWING PAGE:
NECRONOMICON
by Marc Simonetti
©Fantasy Flight Games



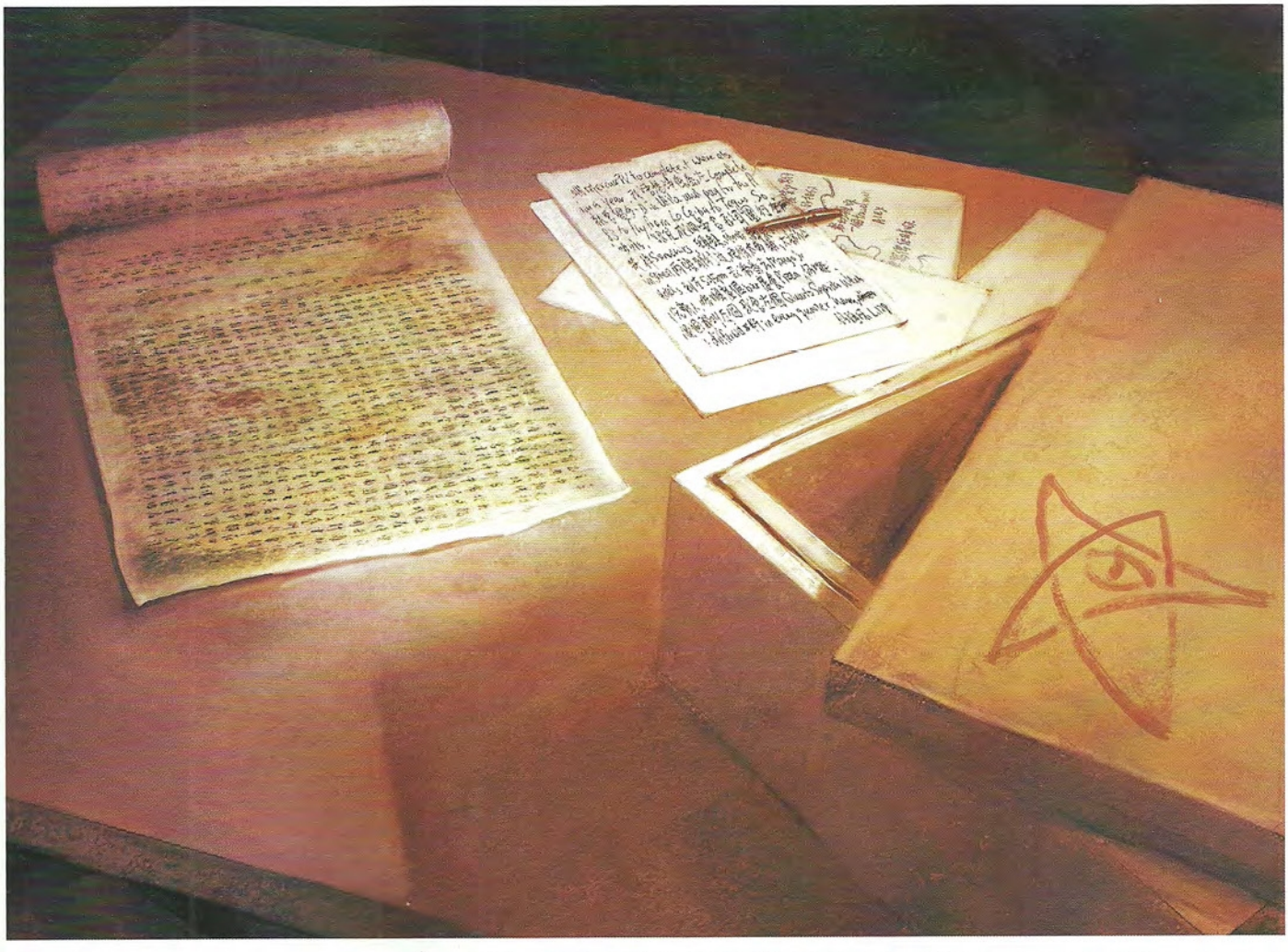
Professor Armitage by Anders Finer ©Fantasy Flight Games



Cultes des Goules by Marc Simonetti
©Fantasy Flight Games



Professor Emeritus by Patrick McEvoy
©Fantasy Flight Games



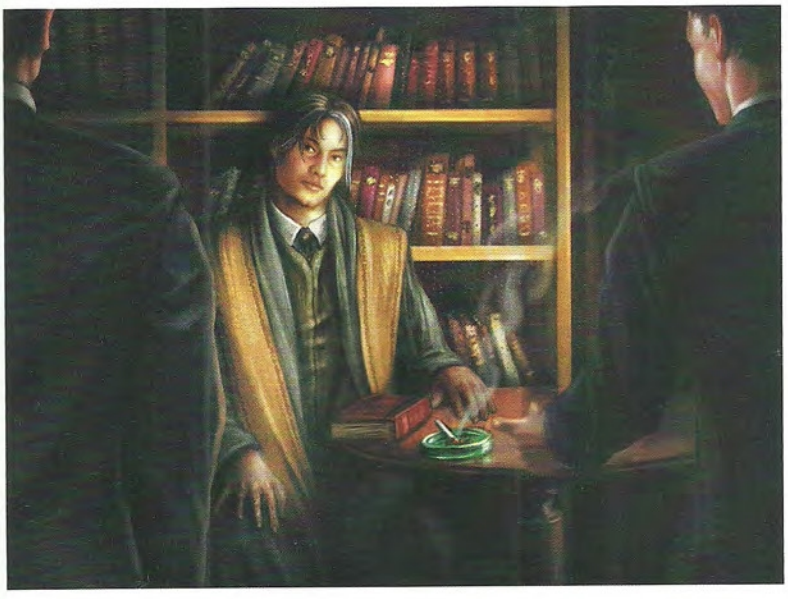
Seven Cryptical Books of Hsan by Marc Simonetti ©Fantasy Flight Games

Professor Hermann Mülder by Carlo Bocchio
©Fantasy Flight Games

Alchemist by Cris Griffin ©Fantasy Flight Games

Assistant to Dr. West
by Patrick McEvoy
©Fantasy Flight Games

Heterodox Physicist
by Felicia Cano
©Fantasy Flight Games



Doctor Anton Zarnak
by Henning Ludvigsen
©Fantasy Flight Games

A Gripping Tale by Gene Day ©Chaosium

Sinking the Lotus by Oliver Specht ©Fantasy Flight Games

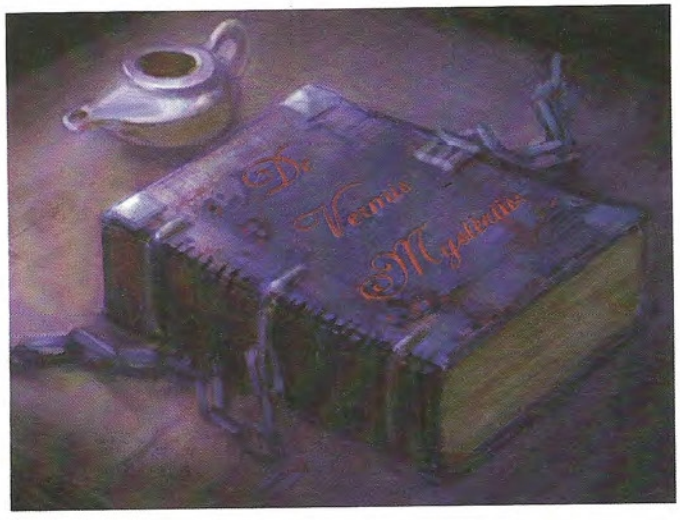
SHUB-NIGGURATH by Patrick McEvoy ©Fantasy Flight Games

PREVIOUS PAGE:
RARE BOOK ROOM
by Tomasz Jedruszek
©Fantasy Flight Games

Doomed Exorcist
by Patrick McEvoy
©Fantasy Flight Games

Evil Awakens!
by Patrick McEvoy
©Fantasy Flight Games

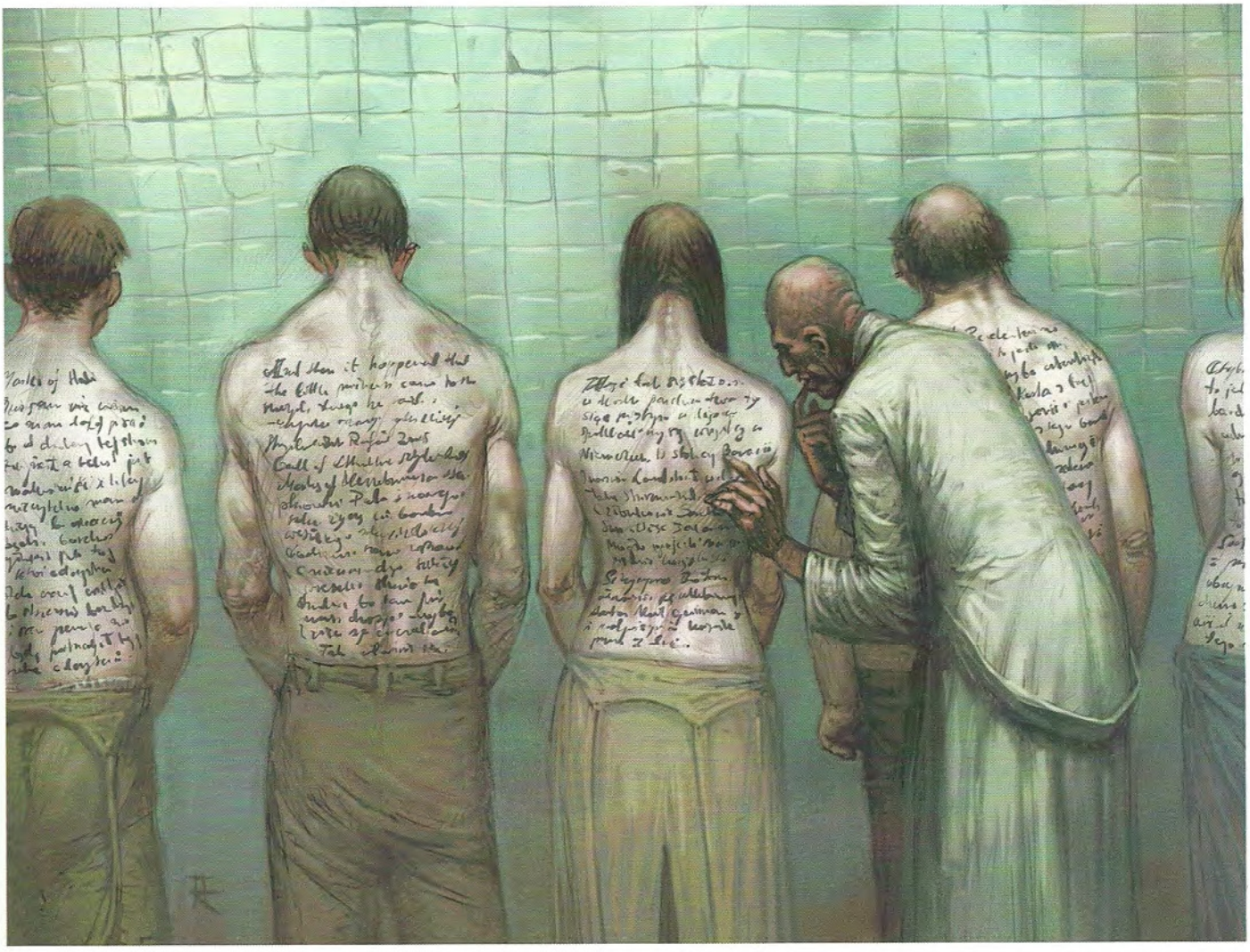
Hired Mystic
by Patrick McEvoy
©Fantasy Flight Games



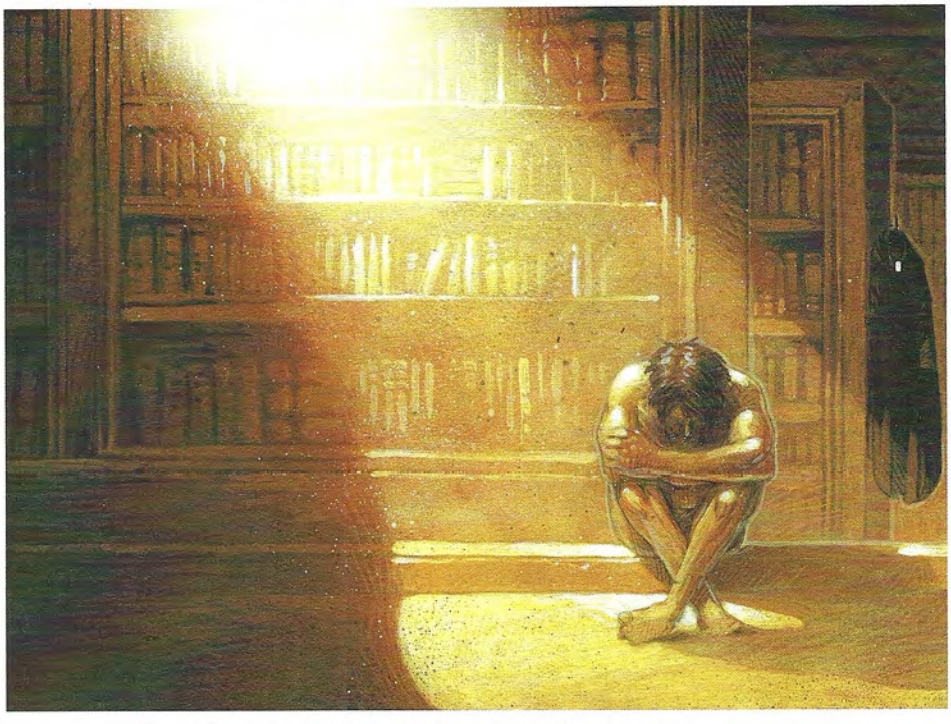
De Vermis Mysteriis
by Guy Gentry
©Fantasy Flight Games

Altar of the Blessed
by Charles Morrow
©Fantasy Flight Games

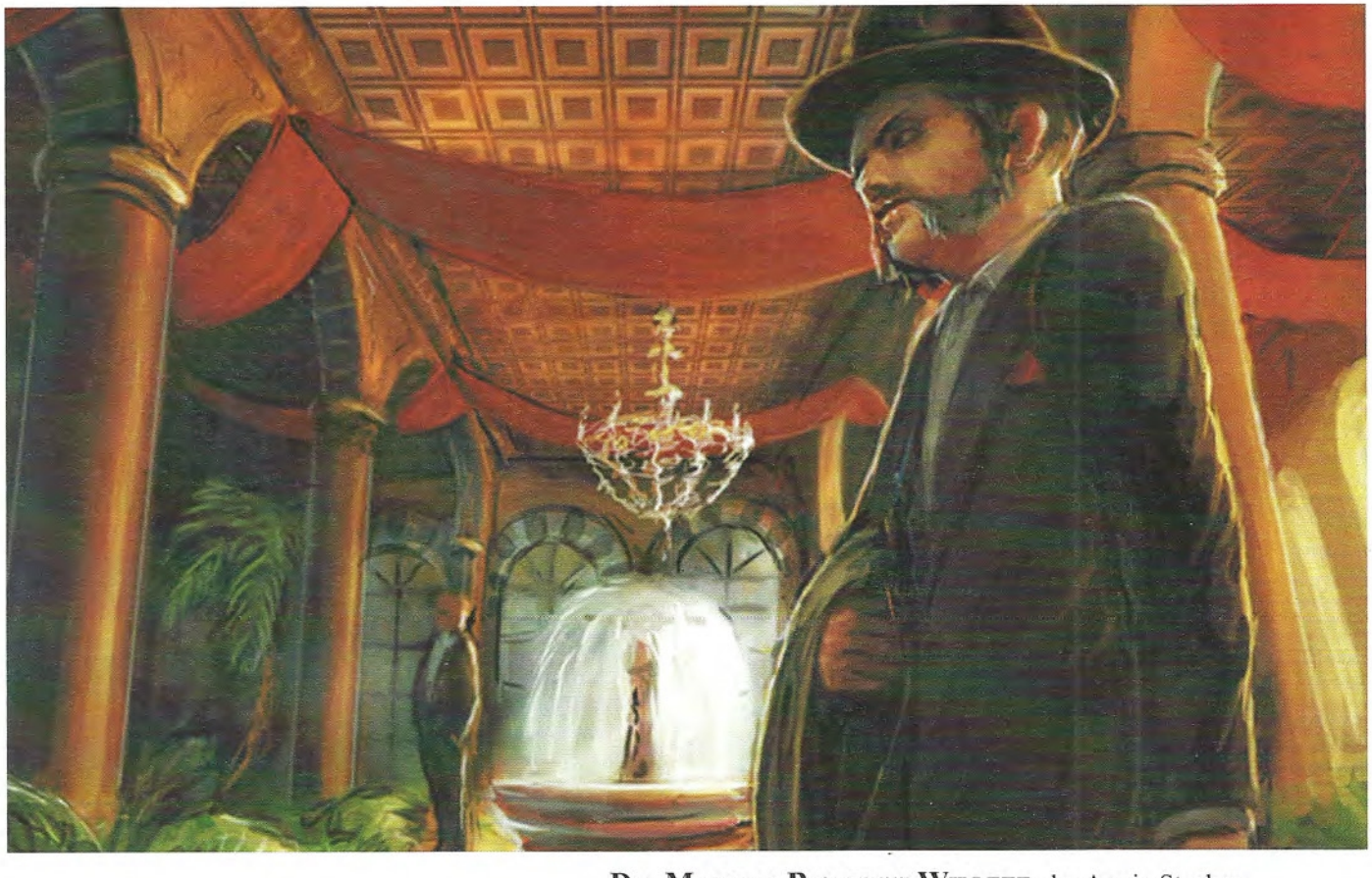
Local Historian by Eric Wilkerson ©Fantasy Flight Games



Revelations of Hali by Rafal Hrynkiewicz
©Fantasy Flight Games



Defrocked Clergyman by Vincent Dutrait
©Fantasy Flight Games



Dr. Marinus Bicknell Willett by Armin Stocker
©Fantasy Flight Games

Inhabitant of the Van Laaden House
by Oliver Specht ©Fantasy Flight Games

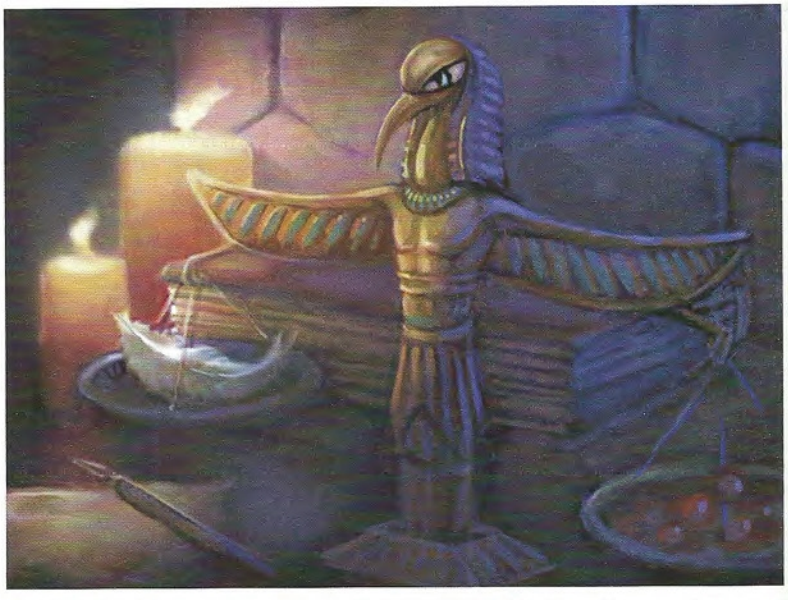
DARK AGES by Francois Launet ©Chaosium

Seeker of Mysteries
by Armin Stocker
©Fantasy Flight Games

Prestidigitator
by Lars Simkins
©Fantasy Flight Games

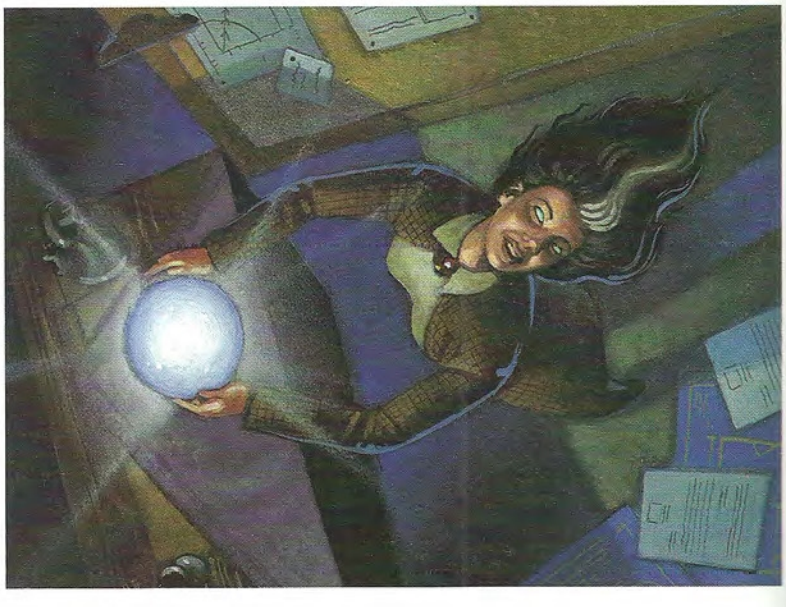
Soothsayer by John Gravato ©Fantasy Flight Games

Balance of Thoth
by Guy Gentry
©Fantasy Flight Games



Irresistible Allure
by Andrew Hall
©Fantasy Flight Games

Blind Medium
by Chris Seaman
©Fantasy Flight Games



Cabala of Saboth by John Goodenough
©Fantasy Flight Games

Paul LeMond by Jessica Van Hulle ©Fantasy Flight Games

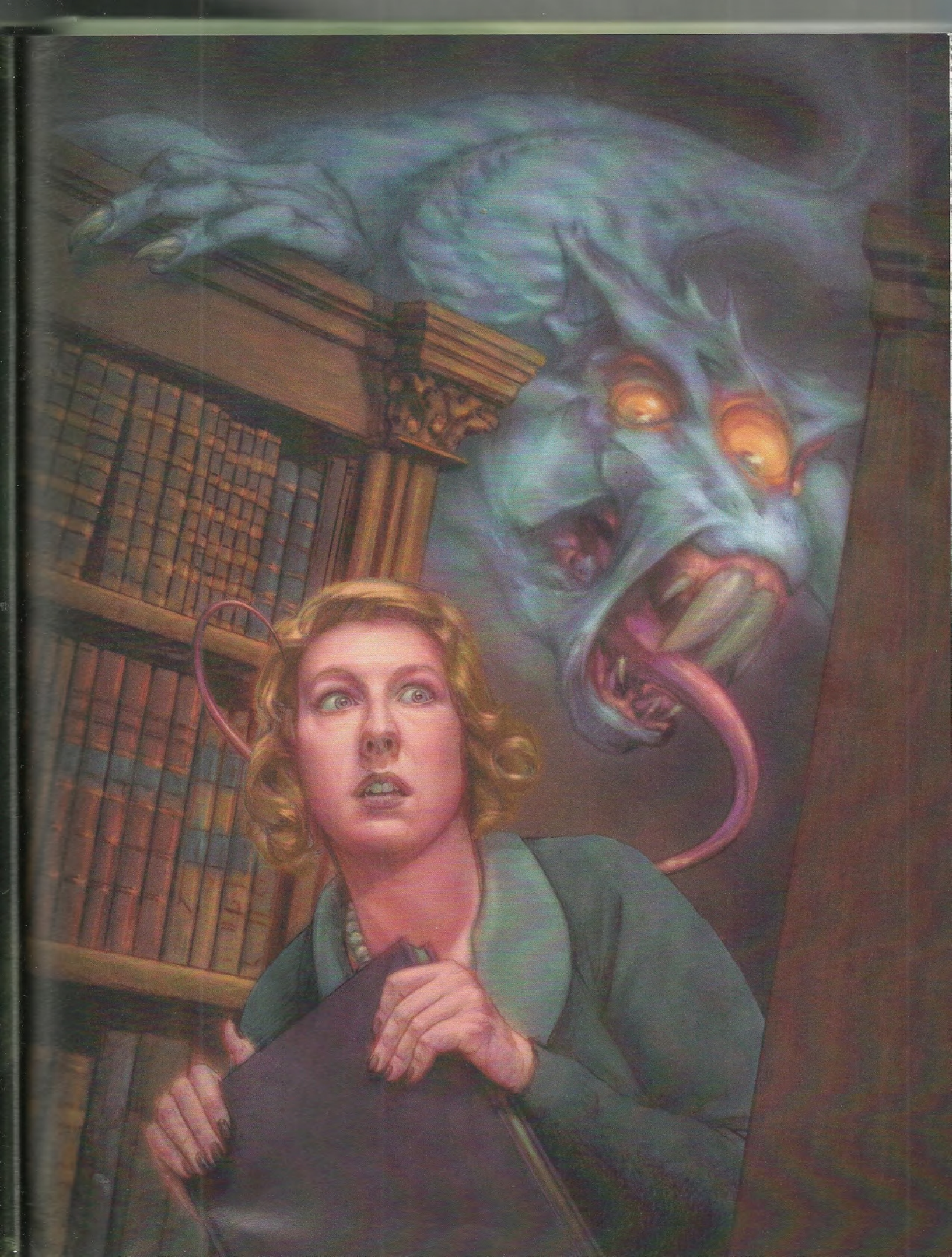
CHAPTER

2

Visitors

Wherein we welcome some guests to our shores. The loathsome Fungi from Yuggoth are here, and the ghouls of the earth, as well as even less recognizable figures. We can only speculate why our insignificant planet has received so much unwelcome attention. Ours is a warm and lively world, and seems to hold an irresistible attraction to those who are anything but.

FOLLOWING PAGE:
HOUND OF TINDALOS
by John Matson
©Fantasy Flight Games



The Mother's Hand
by John Gravato
©Fantasy Flight Games

Shantak Mount
by Doug Williams
©Fantasy Flight Games

Cthonian by James Ryman ©Fantasy Flight Games

Interstellar Visitor
by Patrick McEvoy
©Fantasy Flight Games

Ithaqua, The Killing Cold
by Patrick McEvoy
©Fantasy Flight Games

Night-Gaunt
by Rob Thomas
©Fantasy Flight Games

The Dunwich Horror by Marc Simonetti ©Fantasy Flight Games

Watcher of the Woods by Daarken
©Fantasy Flight Games

Mr. Six, The Dweller in the Caverns by Paul Burrow
©Fantasy Flight Games

Spawn from K'n-Yan
by John Matson
©Fantasy Flight Games

Unstoppable Hound
by Thomas Denmark
©Fantasy Flight Games

Star-Summoned Dhole by Michael Komarck
©Fantasy Flight Games

Slavering Gug by Paul Carrick ©Fantasy Flight Games

Child of Earth and Flame
by Jean Tay
©Fantasy Flight Games

Daughter of the Goat
by Linda Bergkvist
©Fantasy Flight Games

The Mother's Messenger
by Jean Tay
©Fantasy Flight Games

Mother's Avenger by Oliver Specht ©Fantasy Flight Games

Tomb-Herd
by Derk Venneman
©Fantasy Flight Games

Werewolf
by Mike Yamada
©Fantasy Flight Games

Dimensional Shambler by Michael Komarck
©Fantasy Flight Games

Sound of the Whippoorwills
by Cameron Davis
©Fantasy Flight Games

Fire Vampire Swarm
by Shane Watson
©Fantasy Flight Games

Brood of Bubastis
by Jean Tay
©Fantasy Flight Games

Tcho-Tcho Lama by Natascha Roeosli ©Fantasy Flight Games

Strange Sisterhood
by Derk Venneman
©Fantasy Flight Games

Brotherhood Acolyte
by Patrick McEvoy
©Fantasy Flight Games

Tcho-Tcho Emissary by Matt Dixon ©Fantasy Flight Games

JARLING

Obscene Polyp by Cyril Van Der Haegen ©Fantasy Flight Games

Previous Page:
Army of Yuggoth
by Uwe Jarling
©Fantasy Flight Games

Mi-Go Scout
by Alejandro Diaz
©Fantasy Flight Games

Teller of Tales
by Henning Ludvigsen
©Fantasy Flight Games

Albino Goat-Spawn
by Katherine Dinger
©Fantasy Flight Games

Wizard of Yog-Sothoth by Matt Dixon
©Fantasy Flight Games

Mi-Go Explorer by Torstein Nordstrand ©Fantasy Flight Games

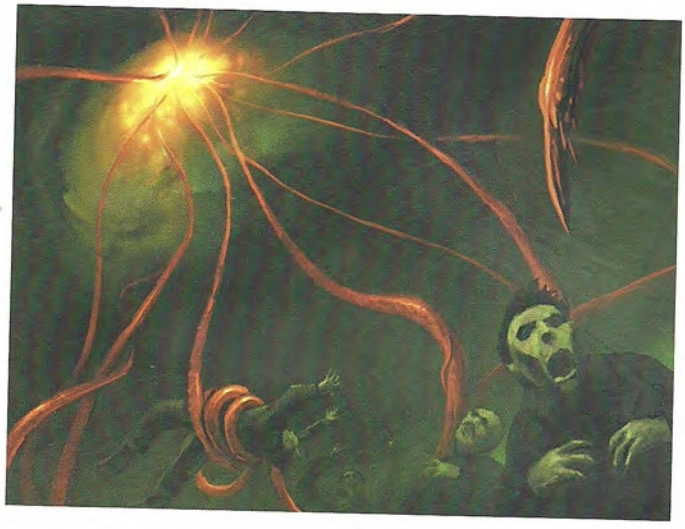
Guardian of the Moon-Lens by Oliver Specht
©Fantasy Flight Games

Moon-Cursed Lycanthrope
by Rafal Hrynkiewicz
©Fantasy Flight Games

Wizard of Chorazos
by Rafal Hrynkiewicz
©Fantasy Flight Games

Star Vampire Minion
by John Matson
©Fantasy Flight Games

Famine of the Heart
by Armin Stocker
©Fantasy Flight Games



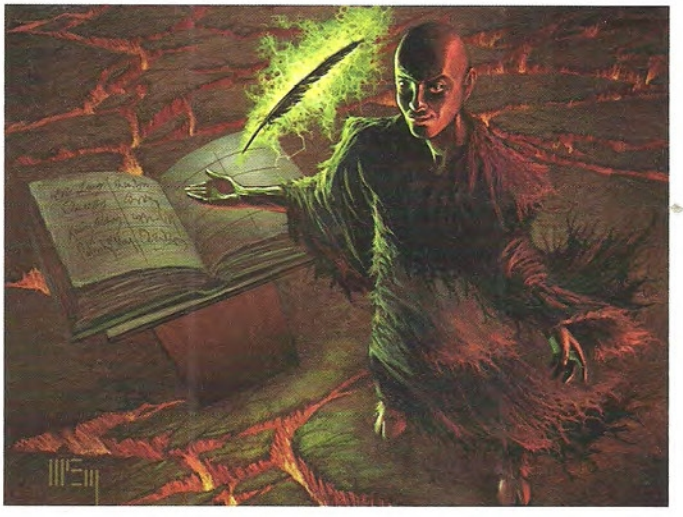
Fishers from Outside
by Doug Williams
©Fantasy Flight Games

Eternal Serpent by Matt Dixon ©Fantasy Flight Games

Living Mummy by Matt Dixon ©Fantasy Flight Games

Restless Dead by James Ryman ©Fantasy Flight Games

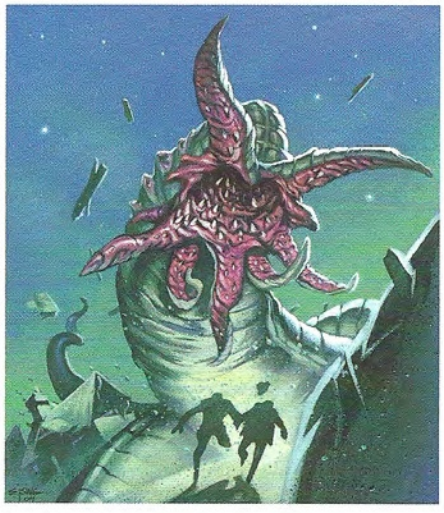
Servant of Nodens by James Ryman ©Fantasy Flight Games



The Black Man, Coven Master
by Patrick McEvoy
©Fantasy Flight Games

Insubstantial Insect
by Cyril Van Der Haegen
©Fantasy Flight Games

Child of the Kingdom by Josh Hagler ©Fantasy Flight Games



From Beneath
by Jesper Ejsing
©Fantasy Flight Games

Progeny of Abhoth
by Ted Pendergraft
©Fantasy Flight Games

Hunting Horror by Marc Simonetti ©Fantasy Flight Games

Child of the Fire Mists
by Jessica Van Hulle
©Fantasy Flight Games

Serpent from Yoth
by Jeremy McHugh
©Fantasy Flight Games

Yig
by Patrick McEvoy
©Fantasy Flight Games

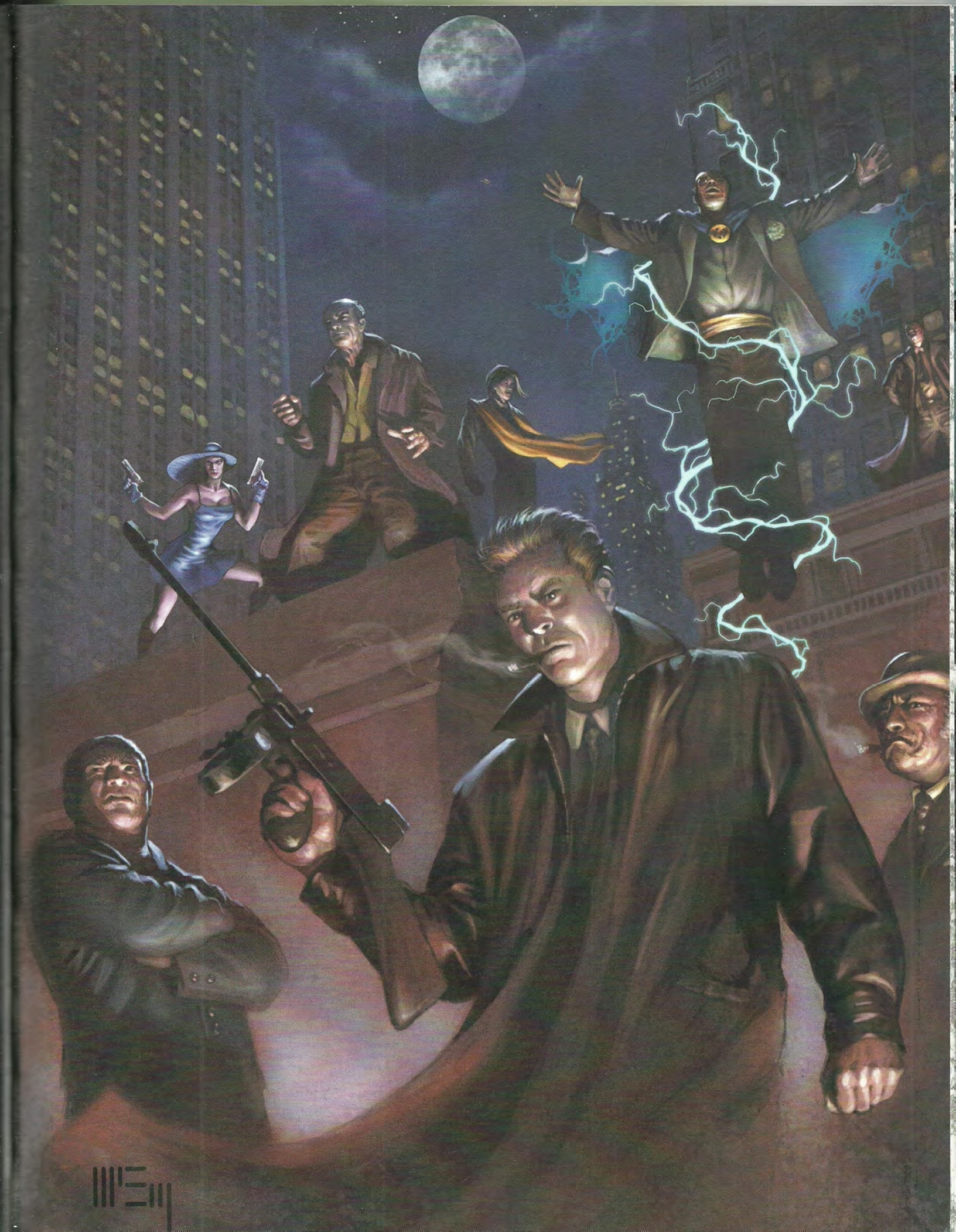
CHAPTER

3

Law and Disorder

Wherein we meet a few heroic or foolish souls. Here is the Blackwood Detective Agency, with its network of police officers, federal agents, and informants, now led by Norman Blackwood Jr., after the disappearance of his father. Here also is Danny O'Bannion's criminal syndicate, men of greed and low character, whose motives are questionable and whose first resort is violence. These unlikely allies have begun to piece together a mystery that may spell the doom of all mankind. They have burned and murdered their way from Arkham to New York City to Cairo, and will not stop their bloody business until they have saved the world, or what's left of it.

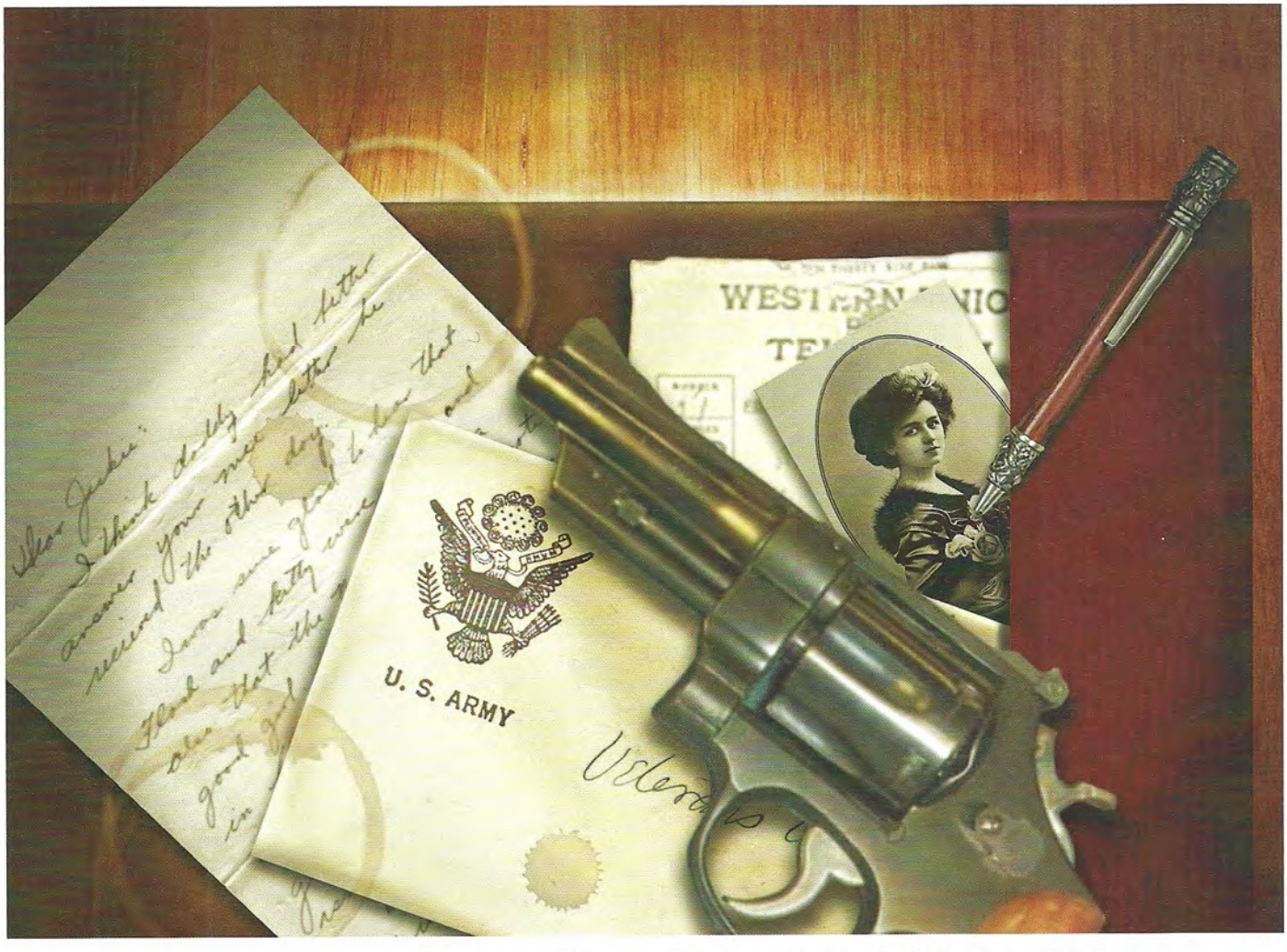
FOLLOWING PAGE:
THE TEAM
by Patrick McEvoy
©Fantasy Flight Games



TASK FORCE by Kyri Koniotou ©Fantasy Flight Games

The Old Neighborhood
by Cyril Van Der Haegen
©Fantasy Flight Games

Gang Boss
by Dennis Calero
©Fantasy Flight Games



Service Notice by Terry Pavlet ©Fantasy Flight Games

On the Lam by John Gravato
©Fantasy Flight Games

Forced Entry by Torstein Nordstrand ©Fantasy Flight Games

Bright Young Thing
by Katherine Dinger
©Fantasy Flight Games

Independent Operator
by Natascha Roeosli
©Fantasy Flight Games

Coming-Out Party
by Anders Finer
©Fantasy Flight Games

Blowing the Whistle
by Edward Reed
©Fantasy Flight Games

Norman Blackwood Sr.
by Eric Deschamps
©Fantasy Flight Games

Blackwood File Clerk by Katherine Dinger
©Fantasy Flight Games

Last Chance by Anders Finer ©Fantasy Flight Games

Hired Gun by Michel Koch ©Fantasy Flight Games

HATCHETMAN by Patrick McEvoy
©Fantasy Flight Games

RUBBED OUT by Franz Vohwinkel ©Fantasy Flight Games

Rita Jones
by Patrick McEvoy
©Fantasy Flight Games

Like a Moth
by Jean Tay
©Fantasy Flight Games

Unbearable Visions
by Armin Stocker
©Fantasy Flight Games

T-Men
by Miguel Columbra
©Fantasy Flight Games

Expatriate Reporter
by Patrick McEvoy
©Fantasy Flight Games

Danny O'Bannion by Terry Pavlet ©Fantasy Flight Games

Private Treatment Center by Michel Koch
©Fantasy Flight Games

Previous Page:
Free-for-All
by Tomasz Jedruszek
©Fantasy Flight Games

Thrill Killer
by Patrick McEvoy
©Fantasy Flight Games

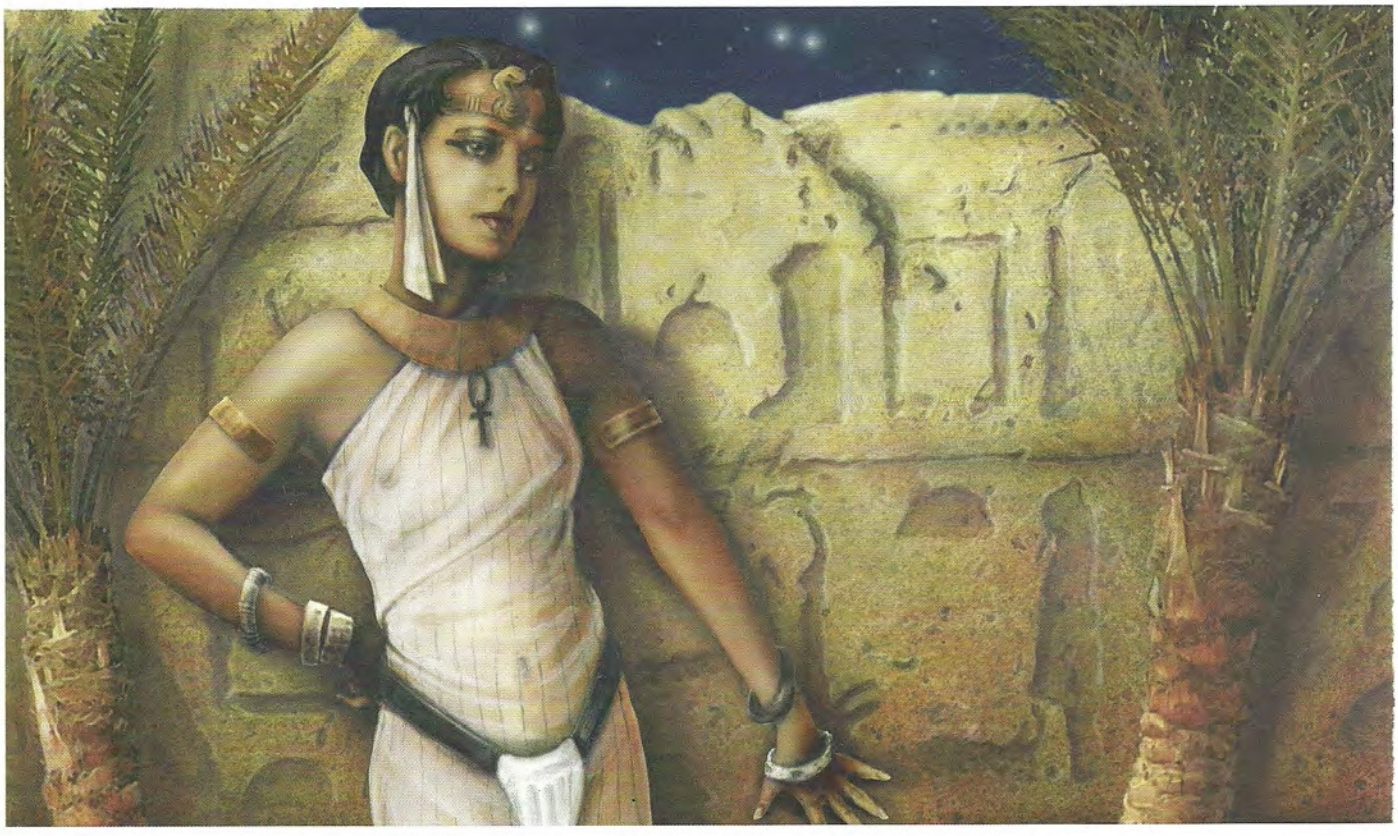
Syndicate Troubleshooter
by Patrick McEvoy
©Fantasy Flight Games

Fixer
by Dennis Calero
©Fantasy Flight Games

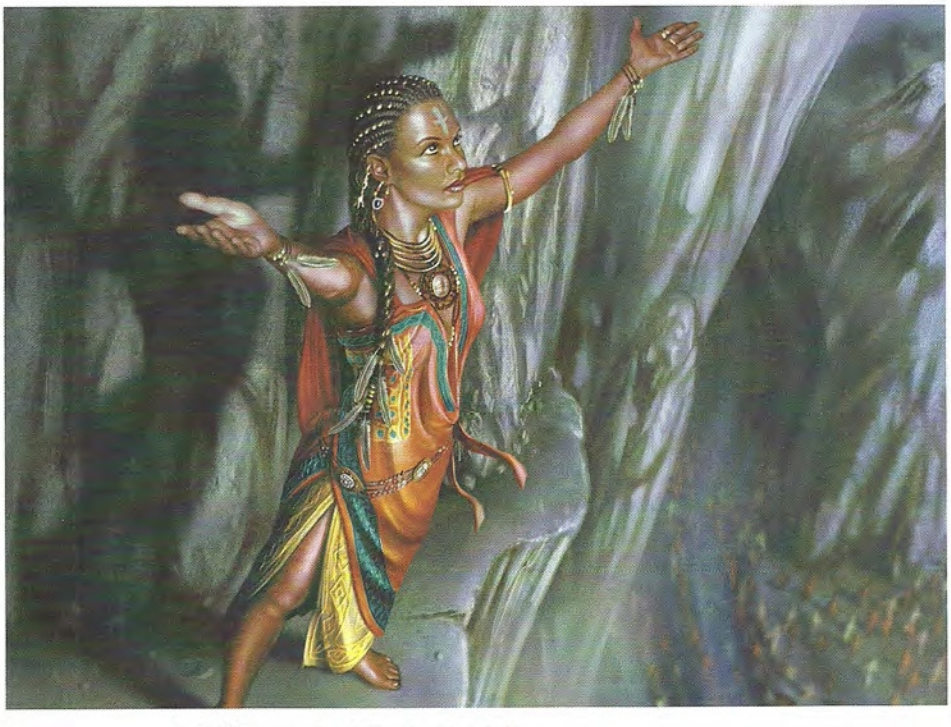
Stool Pigeon
by Edward Reed
©Fantasy Flight Games

Clover Club Bouncer
by Patrick McEvoy
©Fantasy Flight Games

Kindly Nurse by Kyri Koniotou ©Fantasy Flight Games



QUITE A DAME by Terry Pavlet ©Fantasy Flight Games

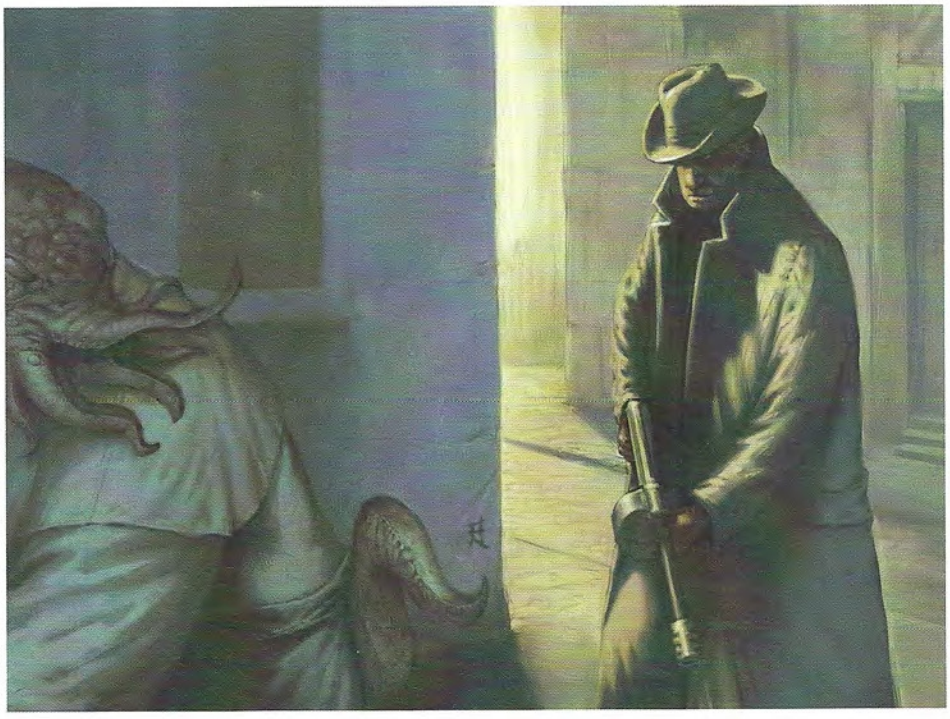


M'WERU by Hcnning Ludvigsen
©Fantasy Flight Games

Jack "Brass" Brady
by Alan Bednar
©Fantasy Flight Games

Norman Blackwood Jr.
by Gregory Szuchs
©Fantasy Flight Games

Clip Joint
by Lars Simkins
©Fantasy Flight Games



Contract Killer by Rafal Hrynkiewicz
©Fantasy Flight Games

Mob Lieutenant by Bob Stevlic ©Fantasy Flight Games

CHAPTER

4

Strange Pastimes

Wherein we can find all manner of unusual practices. Note especially the pervasive mark of Shub-Niggurath, the horrid Mother. She spawns uncountable servants of all forms and types, and attracts worshippers from the outcast, the perverse, and the deranged. In the caverns of the world they craw and scuttle, and in the rotting earth they unceasingly burrow.

FOLLOWING PAGE:
MI-GO BRAIN TRANSPLANT
by Torstein Nordstrand
©Fantasy Flight Games

Horns of the Black Goat by Michael Komarck
©Fantasy Flight Games

Horrid Mutation
by Linda Bergkvist
©Fantasy Flight Games

Witch-Mark
by Patrick McEvoy
©Fantasy Flight Games

To the Last Breath by Andrew Johansen ©Fantasy Flight Games

Legacy of Khufu
by Miguel Coiumbra
©Fantasy Flight Games

Deflect Harm
by Andrew Johansen
©Fantasy Flight Games

Fetch Stick
by Andrew Johansen
©Fantasy Flight Games

THE GREAT SUMMONING by Michael Komarck
©Fantasy Flight Games

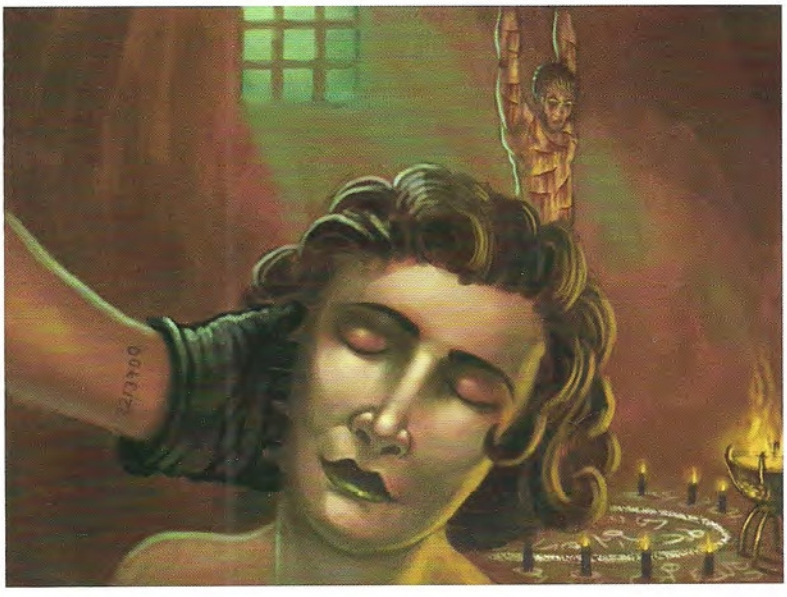
Unstable Energies
by Cyril Van Der Haegen
©Fantasy Flight Games

Key of Tawil-at-Umr
by Matt Dixon
©Fantasy Flight Games

Claws of Bubastis by Jean Tay ©Fantasy Flight Games

Worship the Black Goat
by John Matson
©Fantasy Flight Games

Eldritch Nexus
by Matt Dixon
©Fantasy Flight Games



Simple Kindness
by Aaron Acevedo
©Fantasy Flight Games

The Dance of Becoming by Katherine Dinger

©Fantasy Flight Games

Legacy of Nitocris by Aaron Acevedo ©Fantasy Flight Games

Legacy of Alhazred
by Katherine Dinger
©Fantasy Flight Games

Silver Twilight Indoctrination
by Matt Dixon
©Fantasy Flight Games

Dogs of August
by Vincent Dutrait
©Fantasy Flight Games

Visions of the Worms
by Laurel Austin
©Fantasy Flight Games

Richard Upton Pickman by Nick Percival
©Fantasy Flight Games

Seeds by Grey Thornberry
©Fantasy Flight Games

Blinding Light by Uwe Jarling
©Fantasy Flight Games

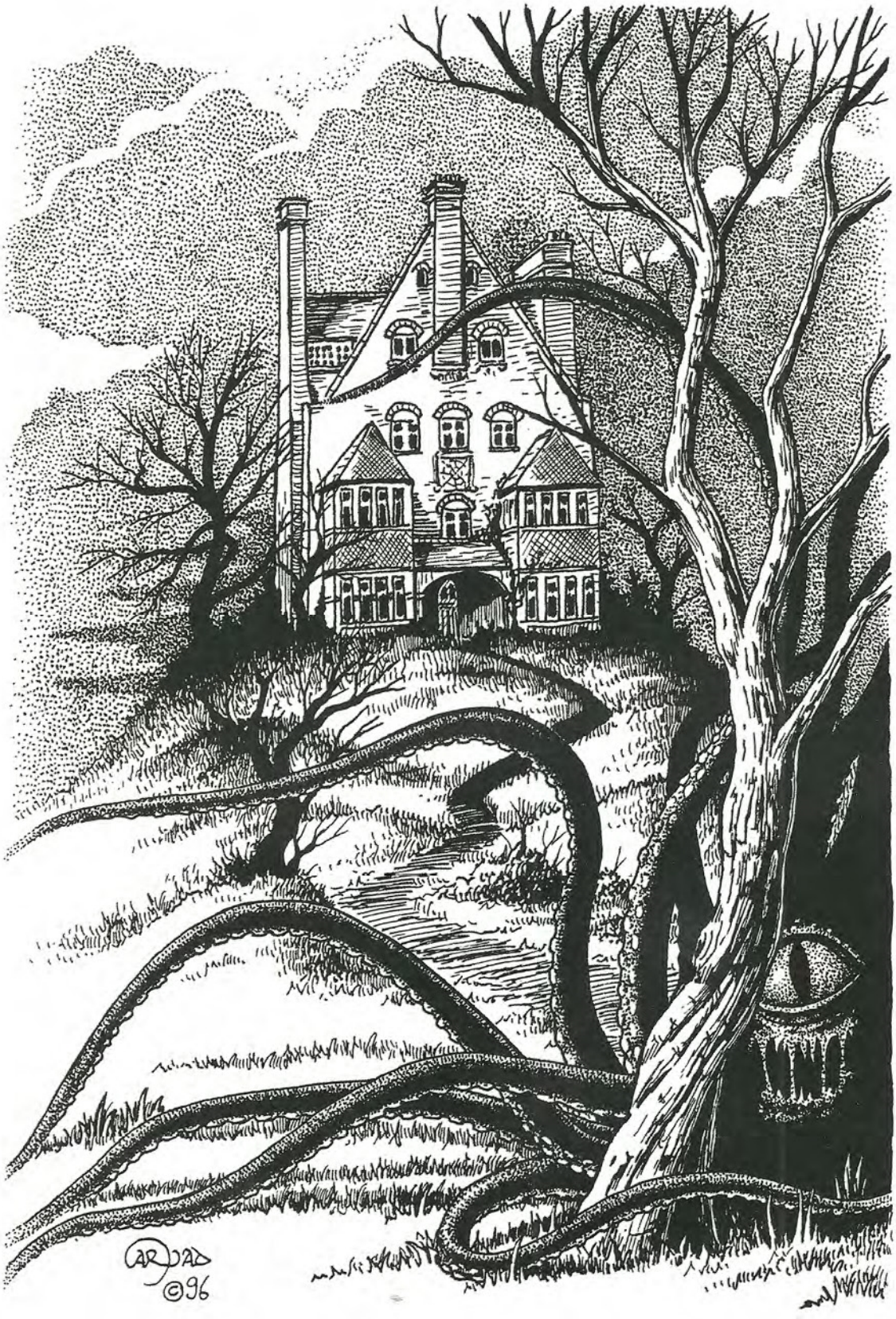
SHUB-NIGGURATH by Matt Dixon ©Fantasy Flight Games

Yithian Rifle
by Guy Gentry
©Fantasy Flight Games

Y'Golonac
by Derk Venneman
©Fantasy Flight Games

Resurrected Foe by Nick Percival ©Fantasy Flight Games

Red Nail Hex by Yulia Startsev ©Fantasy Flight Games



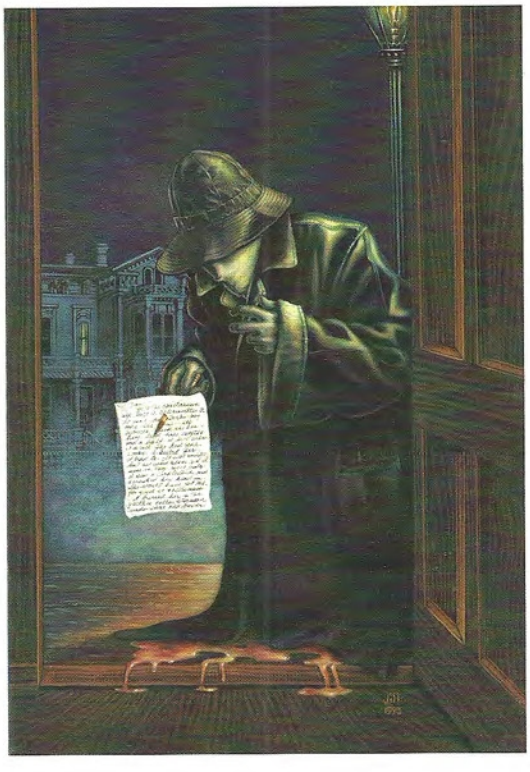
COMING HOME by Caryad ©Chaosium

Take No Chances
by Vincent Dutrait
©Fantasy Flight Games

Hands of Colubra
by Matt Dixon
©Fantasy Flight Games

Dream Summoning
by Rafal Hrynkiewicz
©Fantasy Flight Games

Cloak of Tawil at-Umr by Torstein Nordstrand
©Fantasy Flight Games



The Thing on the Doorstep
by Jill Bauman
©Fantasy Flight Games

Under the Moon by Paul Carrick ©Chaosium

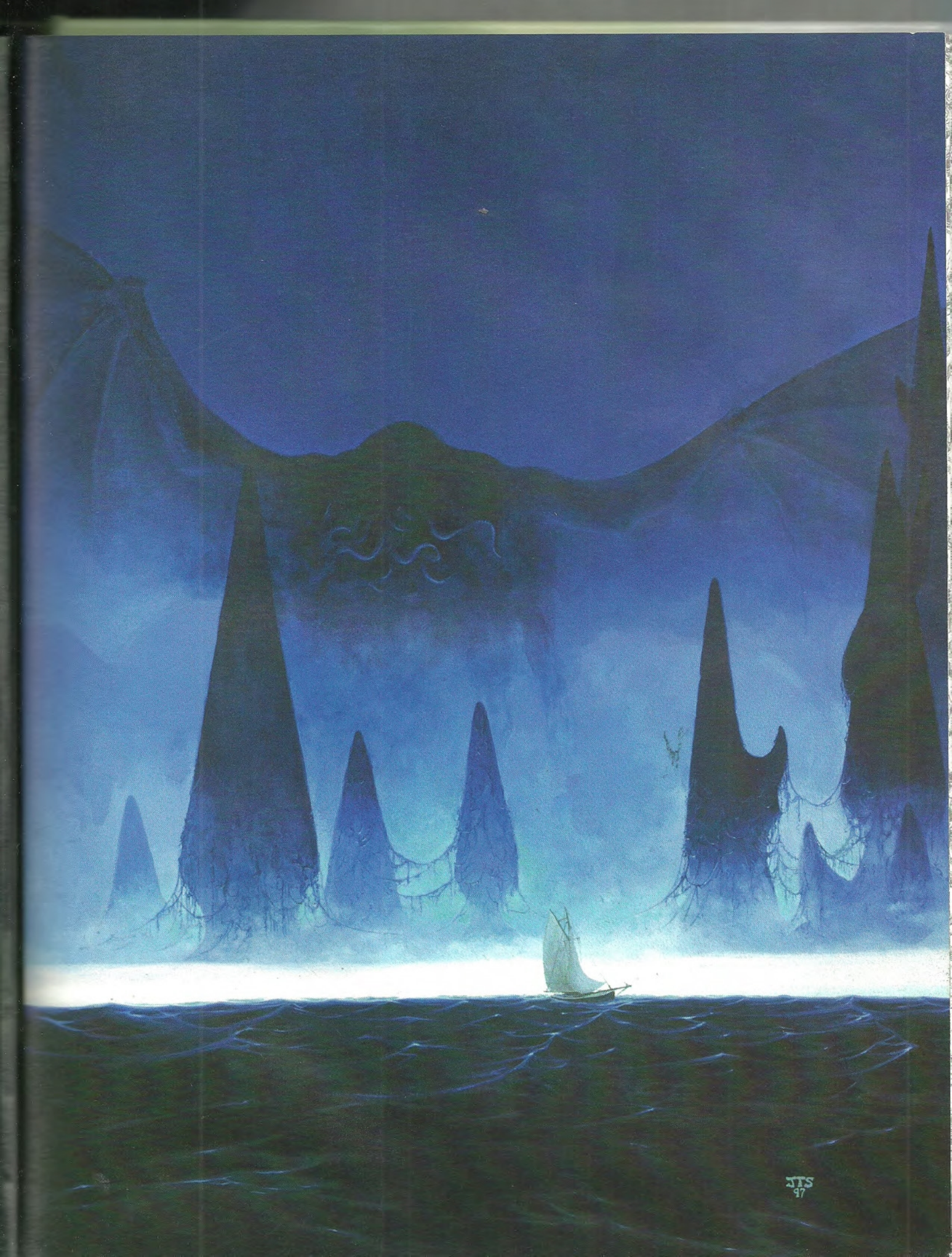
CHAPTER

5

The Deep

Wherein we meet many of those that worship Great Cthulhu. His cult is not so much a conspiracy as it is a parallel civilization, with citizens in every country on earth and some beyond it. Acolytes can be found in the lowest hovel and the tallest skyscraper, in the most exclusive lodges and the most crowded pestilential warrens. They give worship in the damp and crumbling churches of Dagon and among the green-and-golden spires of Y'ha N'thlei. For all of human history and long before, the cult of Cthulhu has awaited the rising of R'lyeh, when mankind will become as the Great Old Ones, and all shall shout and kill and revel in joy.

FOLLOWING PAGE:
CALL OF CTHULHU
by John T. Snyder
©Chaosium


JTS
97

DAGON by John Gravato ©Fantasy Flight Games

Deep One Rising
by John Gravato
©Fantasy Flight Games

Blessing of Cthulhu
by Michael May
©Fantasy Flight Games

Spawn of Cthulhu by Michael Komarck ©Fantasy Flight Games

Calling the Great Priest by Matt Dixon
©Fantasy Flight Games

Deep One
by Rob Thomas
©Fantasy Flight Games

Terrible Beauty
by John Gravato
©Fantasy Flight Games

The Thing in the Fog
by Doug Williams
©Fantasy Flight Games

Innsmouth Troublemaker by Matt Dixon
©Fantasy Flight Games

Slums of Innsmouth by Marc Simonetti
©Fantasy Flight Games

SHADOWS OF YOG-SOTHOTH by Tom Sullivan ©Chaosium

Despair
by Samuel Araya
©Fantasy Flight Games

Blasphemous Hybrid
by James Ryman
©Fantasy Flight Games

Sea Change by Sylvain Vialla ©Fantasy Flight Games

Prayers Answered
by Mats Holmberg
©Fantasy Flight Games

Horrible Birth
by Thomas Denmark
©Fantasy Flight Games

Coral Infection
by Doug Williams
©Fantasy Flight Games

Captain Obed Marsh by Rafal Hrynkiewicz
©Fantasy Flight Games

Dreams of the Great Old One by Paul Carrick
©Fantasy Flight Games

Previous Page:
Angles of R'lyeh
by Marc Simonetti
©Marc Simonetti

Deep One Outpost
by Roberto Marchesi
©Fantasy Flight Games

Mameluke of Sebek
by Fabien Fernandez
©Fantasy Flight Games

The Thing that Should Not Be by John Matson
©Fantasy Flight Games

Bestial Shoggoth
by Carlo Bocchio
©Fantasy Flight Games

Shoggoth-Twsha
by Bob Stevlic
©Fantasy Flight Games

Great Cthulhu by James Ryman ©Fantasy Flight Games

Shoggoth Slave
by John Moriarty
©Fantasy Flight Games

Ocean Crawlers
by Sylvain Vialla
©Fantasy Flight Games

Into the Deep
by Andrew Johansen
©Fantasy Flight Games

Lurking Star Spawn by James Ryman
©Fantasy Flight Games

Innsmouth Shoggoth by Oliver Specht ©Fantasy Flight Games

CTHULHU by Matt Dixon ©Fantasy Flight Games

Great Cthulhu by Paul Carrick ©Chaosium

Innsmouth Threat by Matt Dixon ©Fantasy Flight Games

R'lyeh Rising by Aaron Acevedo
©Fantasy Flight Games

The Great Old One Rises ©Chaosium

CHAPTER

6

Expeditions

Wherein we receive reports from the far-flung, hidden places of our sphere. Few eyes but ours have beheld Kadath in the cold waste, the ruins of Hyperborea, or the Older Pyramids. These pilgrimages are for many separate purposes, and their funding comes from many obscure sources. If we could somehow discover it, the list of backers would read: Miskatonic, Blackwood, O'Bannion, Glasser…but we would also read the names of the sinister Carl Stanford, and the mysterious figure known only as Vaughn. Why? What do they hope to find?

FOLLOWING PAGE:
ARTIFACTS
by John Gravato
©Fantasy Flight Games

GRAVATO '6

Expedition Warehouse by Marc Simonetti
©Fantasy Flight Games

Mine on Yuggoth
by Derk Venneman
©Fantasy Flight Games

Plateau of Leng
by Patrick McEvoy
©Fantasy Flight Games

Commorion, Remnant of Hyperborea by Aaron Acevedo
©Fantasy Flight Games

Temple of Bubastis
by Derk Venneman
©Fantasy Flight Games

Shadow Over Cairo
by Juan Carlos Diaz
©Fantasy Flight Games

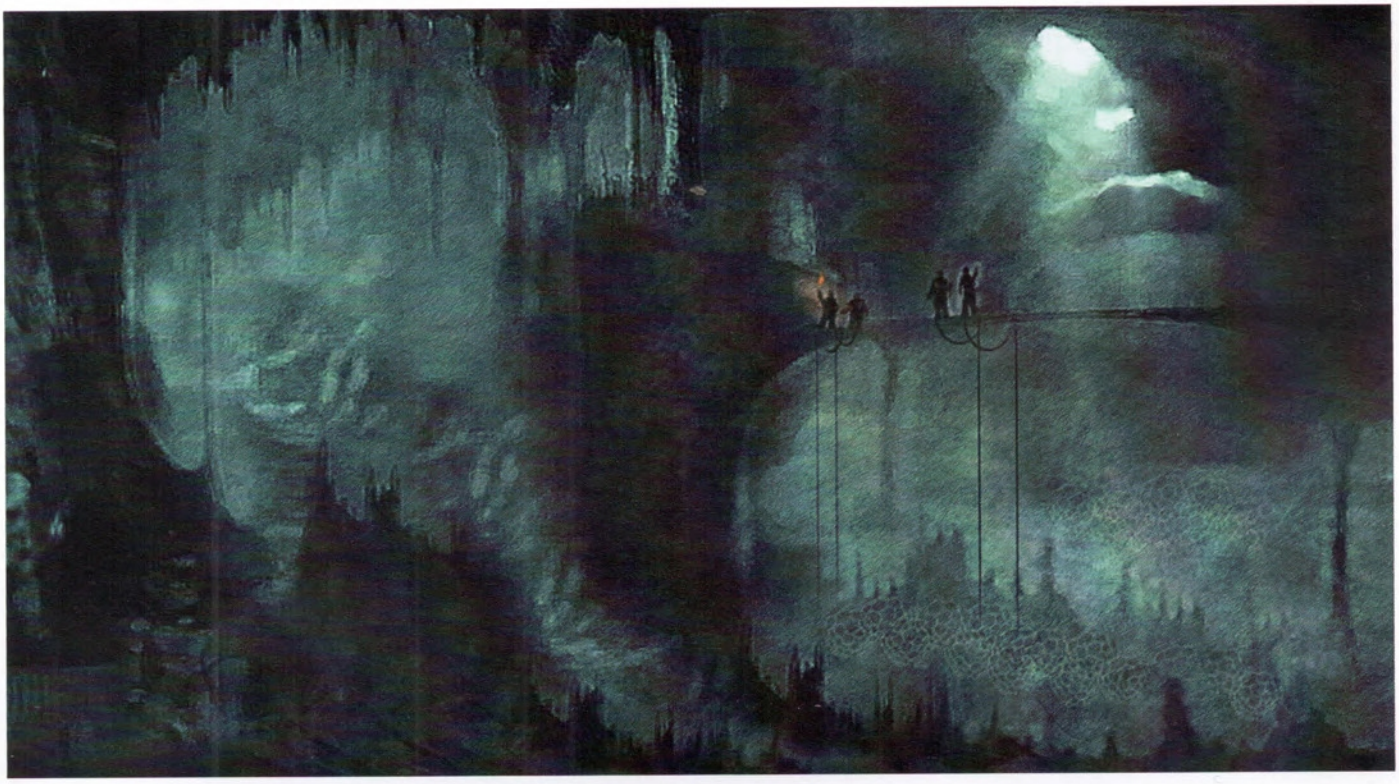
Yian, Across the Seven Oceans by Marc Simonetti
©Fantasy Flight Games

Tsathoggua
by Patrick McEvoy
©Fantasy Flight Games

Glaaki
by Patrick McEvoy
©Fantasy Flight Games

Ultima Thule
by Laurel Austin
©Fantasy Flight Games

Catacombs by Lars Simkins ©Lars Simkins



Digging Deep by Aaron Acevedo ©Fantasy Flight Games

Professor Nathaniel Peaslee by Felicia Cano
©Fantasy Flight Games

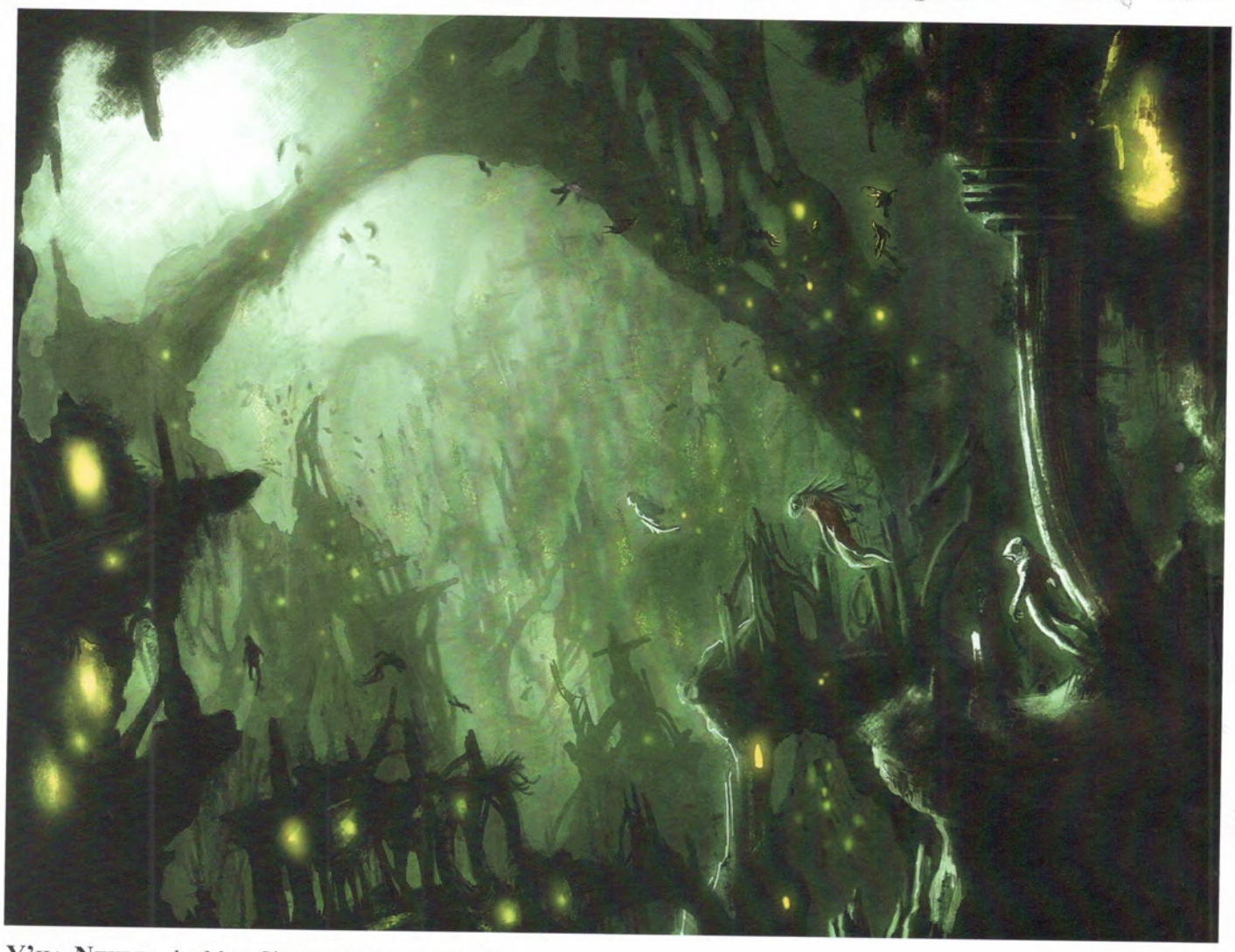
Ghoul Taint
by Jessica Van Hulle
©Fantasy Flight Games

Ancient Necropolis
by Sylvain Vialla
©Fantasy Flight Games

Watkins Family Plot by Torstein Nordstrand
©Fantasy Flight Games

Forgotten Sepulchre
by Michael Komarck
©Fantasy Flight Games

Dreams of Kingsport
by Michael Komarck
©Fantasy Flight Games



Y'HA-NTHLEI by Marc Simonetti ©Fantasy Flight Games

PREVIOUS PAGE:
THE PLATEAU OF LENG
by Aaron Acevedo
©Fantasy Flight Games

Fane of the Black Pharaoh
by John Goodenough
©Fantasy Flight Games

Lake of Glaaki
by Guy Gentry
©Fantasy Flight Games

Fragment of Lemuria by Marc Simonetti ©Fantasy Flight Games

Shadowed Woods
by Andrew Hall
©Fantasy Flight Games

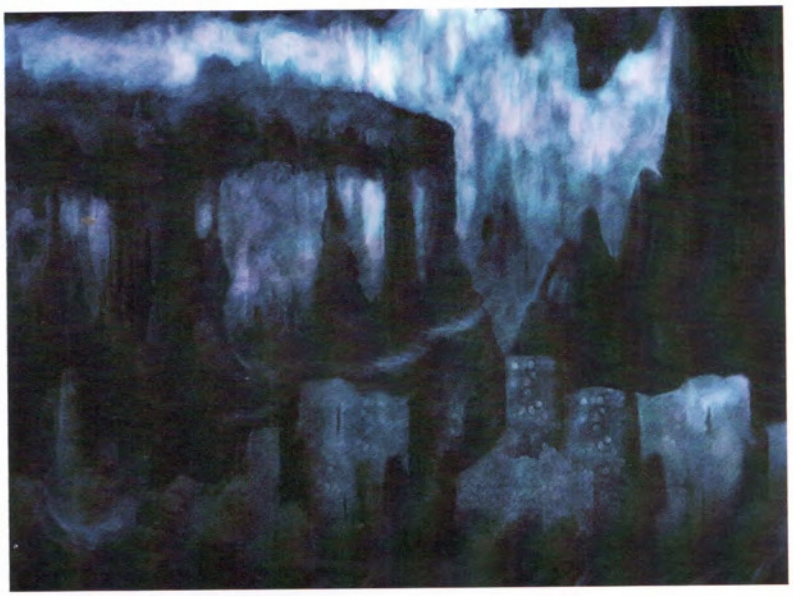
Mrs. Watkins' Boarder
by Andrew Johansen
©Fantasy Flight Games

Tribal Elder
by Miguel Columbra
©Fantasy Flight Games

Randolph Carter by Andrew Johansen
©Fantasy Flight Games

Dark Heart of Cairo by Thomas Denmark
©Fantasy Flight Games

K'n-yan, of the Blue Light
by Aaron Acevedo
©Fantasy Flight Games



Open for Inspection
by Paul Burrow
©Fantasy Flight Games

Parable of the Faceless One
by Alan Bednar
©Fantasy Flight Games

Charnal Vaults
by Aaron Acevedo
©Fantasy Flight Games

Historic Discovery
by Zotho Lhun
©Fantasy Flight Games

Yog-Sothoth, The Key and the Gate by John Matson
©Fantasy Flight Games

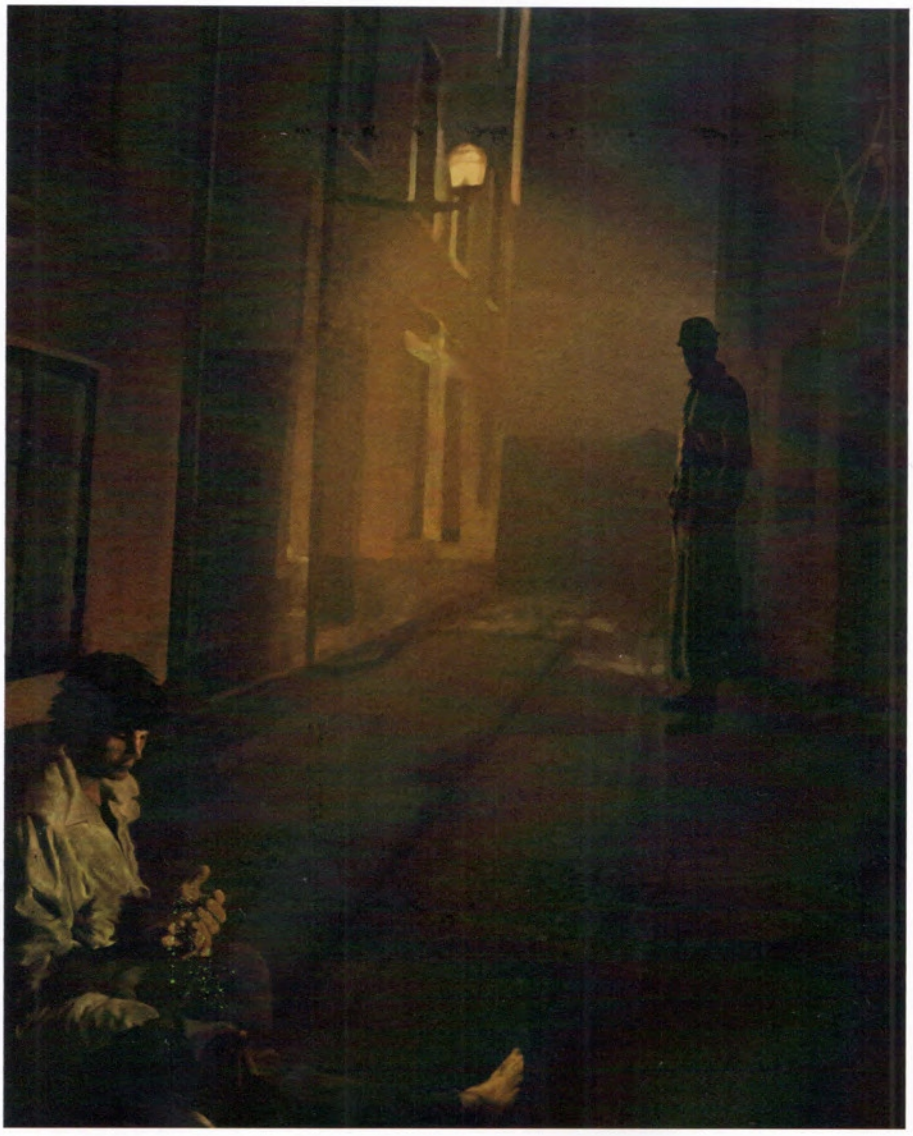
Measureless to Man by Samuel Araya ©Fantasy Flight Games

Seduction of the Tombs by Nils Hamm
©Fantasy Flight Games

Bent Pyramid by Chris Hill
©Fantasy Flight Games

Lost by Francois Launet
©Chaosium

Shoggoth Attack! by Paul Carrick ©Chaosium



Yoth Candy by Aaron Acevedo
©Fantasy Flight Games

SPECIMENS by Oliver Specht ©Fantasy Flight Games

Steve Clarney by Eric Wilkerson ©Fantasy Flight Games

Tsathoggua
by Cameron Davis
©Fantasy Flight Games

Priest of the Desert Moon
by Juan Carlos Diaz
©Fantasy Flight Games

Curiosity Collector by Frances Tsai ©Fantasy Flight Games

Chaugnar Faugn
by Jeremy McHugh
©Fantasy Flight Games

Irem, City of Pillars
by Henning Ludvigsen
©Fantasy Flight Games

Private Skiff by Marc Simonetti ©Fantasy Flight Games

Yog-Sothoth
by Patrick McEvoy
©Fantasy Flight Games

The Squalid Hamlet
by Alan Bednar
©Fantasy Flight Games

Abhoth
by Patrick McEvoy
©Fantasy Flight Games

CHAPTER

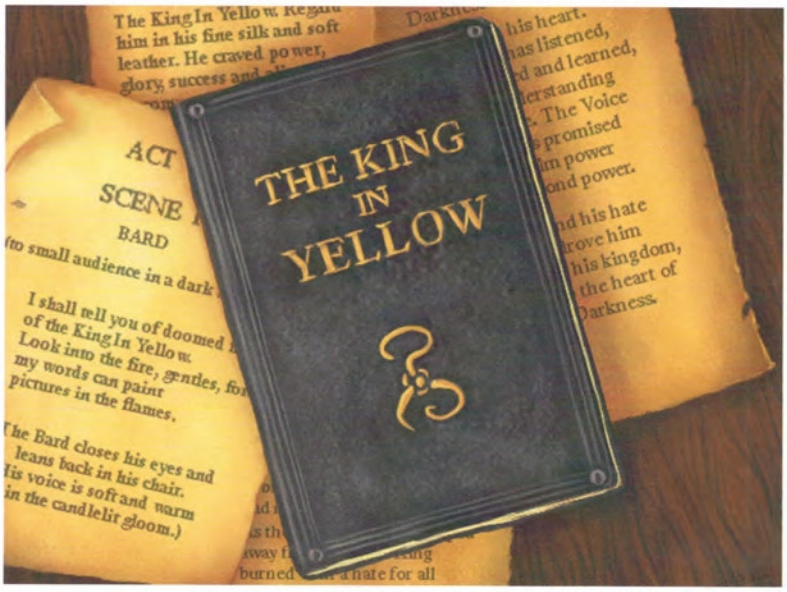
7

The King in Yellow

Wherein we admire the artistry of the tattered King. In the silent ballroom of the Palace of Yhtill in the shadowed city of Carcosa, He is rumored to have stepped–but those who were there that day have not spoken of this to us. We can only catch sight of Him briefly, in the rarest transportations of art, such as those on display in Victoria Glasser's famous gallery. Lovely, wealthy, and enigmatic, Victoria is a true connoisseur of the avant-garde.

FOLLOWING PAGE:
THE LOST GENERATION
by Samuel Araya
©Fantasy Flight Games

The King in Yellow
by John Goodenough
©Fantasy Flight Games



Pallid Mask
by John Goodenough
©Fantasy Flight Games

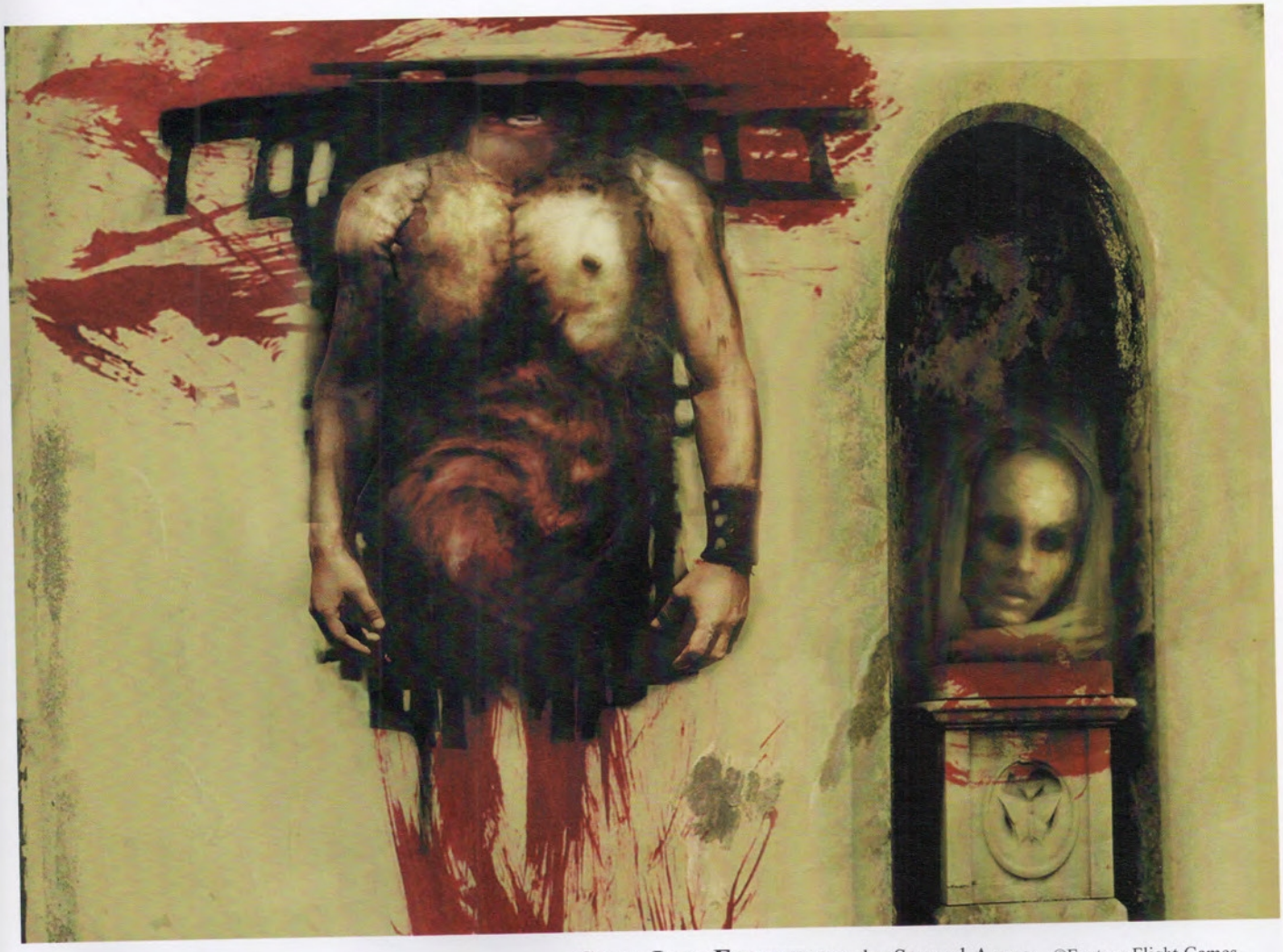
Priestess of the Yellow Sign
by Guy Gentry
©Fantasy Flight Games

Hastur, The Unspeakable by Patrick McEvoy
©Fantasy Flight Games

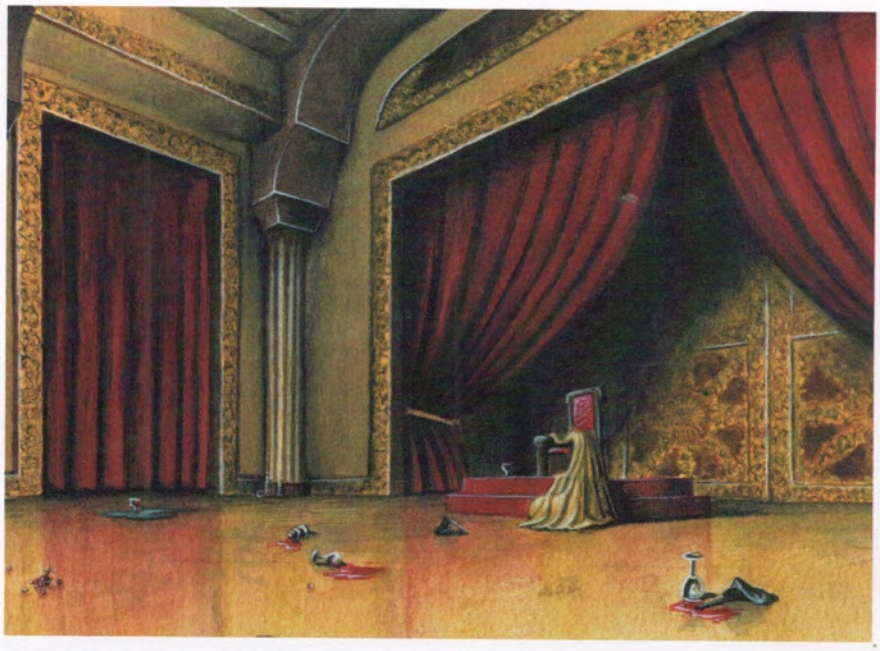
Vessel of Hastur by John Gravato ©Fantasy Flight Games

Keeper of the Yellow Sign
by Guy Gentry
©Fantasy Flight Games

The King in Yellow
by Camille Kuo
©Fantasy Flight Games



Still Life Exhibition by Samuel Araya ©Fantasy Flight Games



Court of Yhtill by Christian Schwager
©Fantasy Flight Games

Toys by Rafal Hrynkiewicz ©Fantasy Flight Games

Demon Lover by Uwe Jarling ©Fantasy Flight Games

Repairer of reputations
by Joe Calkins
©Fantasy Flight Games

Twin of You
by Samuel Araya
©Fantasy Flight Games

Wish for Music
by Tomasz Jedruszek
©Fantasy Flight Games

ATROPHY by Dave Kendall ©Fantasy Flight Games

In Rags by Matt Dixon ©Fantasy Flight Games

High Priest of Hastur
by Guy Gentry
©Fantasy Flight Games

Xanthophobia
by Rafal Hrynkiewicz
©Fantasy Flight Games

Court Jester
by Patrick McEvoy
©Fantasy Flight Games

Victoria Glasser
by Chris Seaman
©Fantasy Flight Games

Patron of the Arts
by Walter Velez
©Fantasy Flight Games

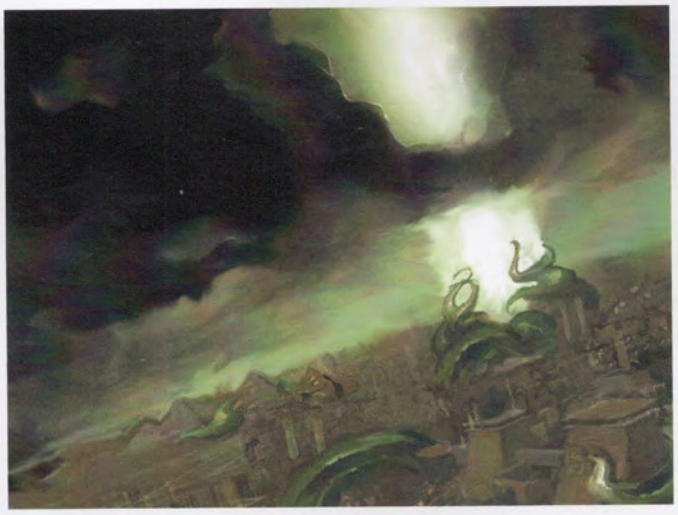
Water Colour by Vincent Dutrait ©Fantasy Flight Games

The Keenness of Two Alike by Natascha Roeosli
©Fantasy Flight Games

Unbreakable Oath by Daarken ©Fantasy Flight Games

The King in Yellow by Katherine Dinger ©Fantasy Flight Games

Carne Vale
by Rafal Hrynkiewicz
©Fantasy Flight Games



Thing from the Stars
by Paul Ballard
©Fantasy Flight Games

Bearer of the Yellow Sign by Torstein Nordstrand
©Fantasy Flight Games

CHAPTER

8

The Crawling Chaos

Wherein we are given troubling hints of the Outer Voids. Behold the Crawling Chaos Nyarlathotep, in all his multiform glory. His mocking smile we may remember from the darkest moments in our lives. Glimpse here also Yog-Sothoth, The Key and the Gate, whereby the spheres meet. Its worshippers know the secret ways between the worlds, and they believe they know Yog-Sothoth, but Yog-Sothoth is unknowable, and Its motives are beyond comprehension. Still, it can be assumed that, as with Nyarlathotep, Yog-Sothoth is not of this world, and has no especial love for it.

FOLLOWING PAGE:
FROM INNER EGYPT
by Anders Finer
©Fantasy Flight Games

Screaming of the Spheres by Torstein Nordstrand
©Fantasy Flight Games

Nightmare Hours
by Guy Gentry
©Fantasy Flight Games

The Forest Laughs
by Michel Koch
©Fantasy Flight Games

The Wave Function by Samuel Araya ©Fantasy Flight Games

The Mother's Bounty
by Shane Watson
©Fantasy Flight Games

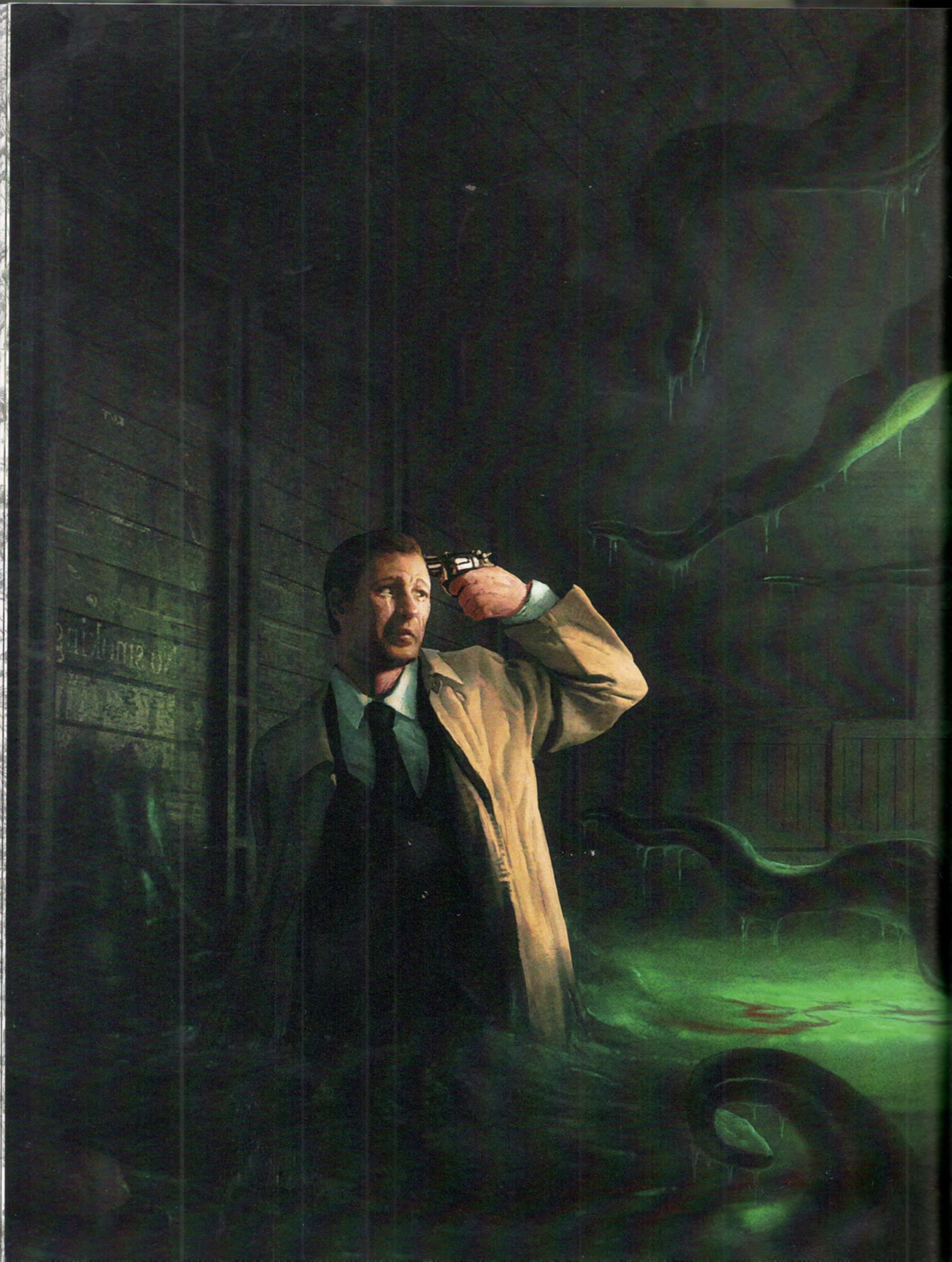
Unmasking Shame
by Aaron Acevedo
©Fantasy Flight Games

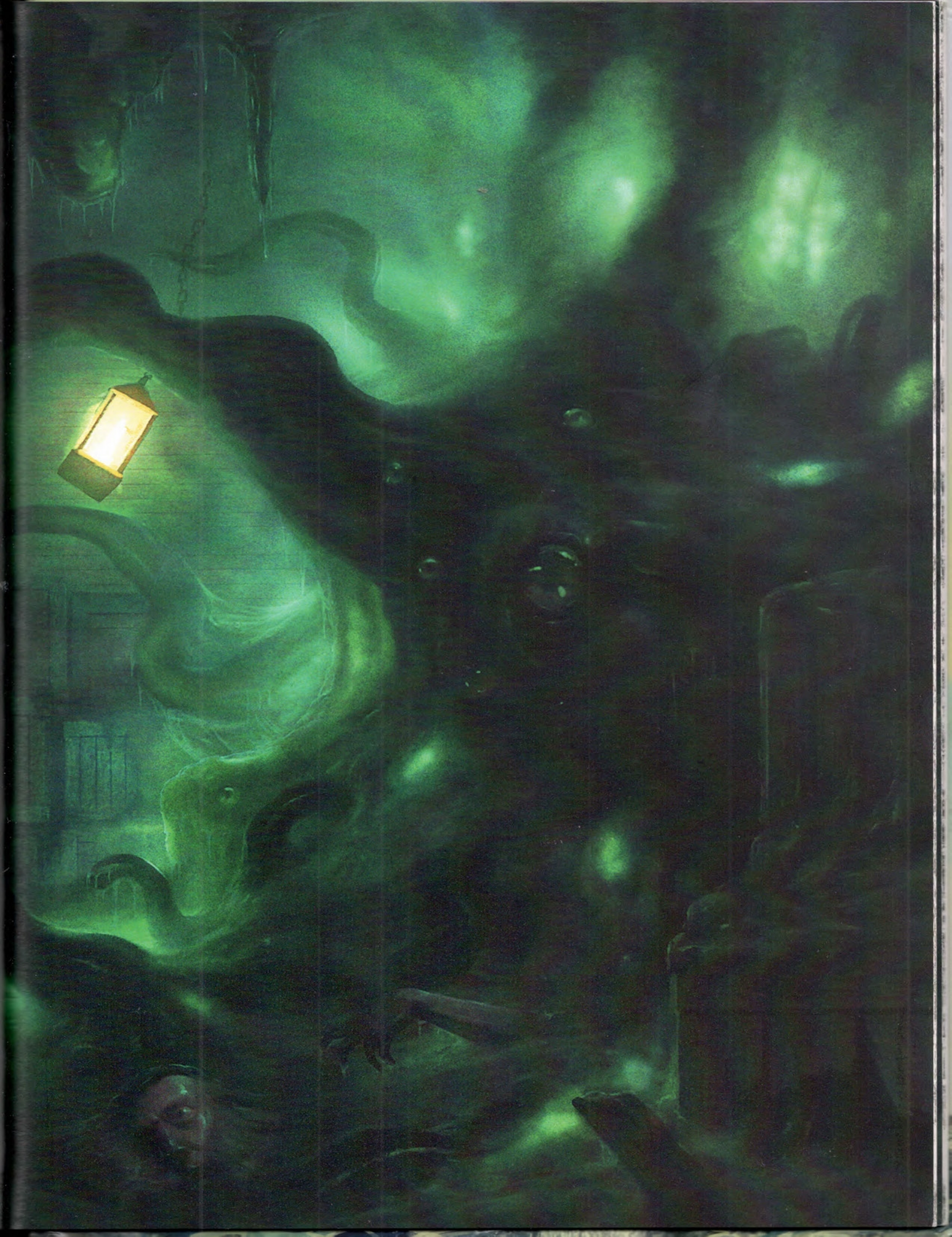
Born in the Spheres by Torstein Nordstrand
©Fantasy Flight Games

The Bloated Woman
by Patrick McEvoy
©Fantasy Flight Games

The Man
by Patrick McEvoy
©Fantasy Flight Games

Train Station
by Michel Koch
©Fantasy Flight Games





PROPAGATION by Kyri Koniotou ©Fantasy Flight Games

PREVIOUS PAGE:
THE TRAGIC END OF SMILIN' MIKE O'REILLY
by Anders Finer
©Fantasy Flight Games

The Audient Void by Aaron Acevedo
©Fantasy Flight Games

Comprehending the Horror by Michel Koch
©Fantasy Flight Games

Wish for Cruelty
by Tomasz Jedruszek
©Fantasy Flight Games

Wish for Growth
by Tomasz Jedruszek
©Fantasy Flight Games

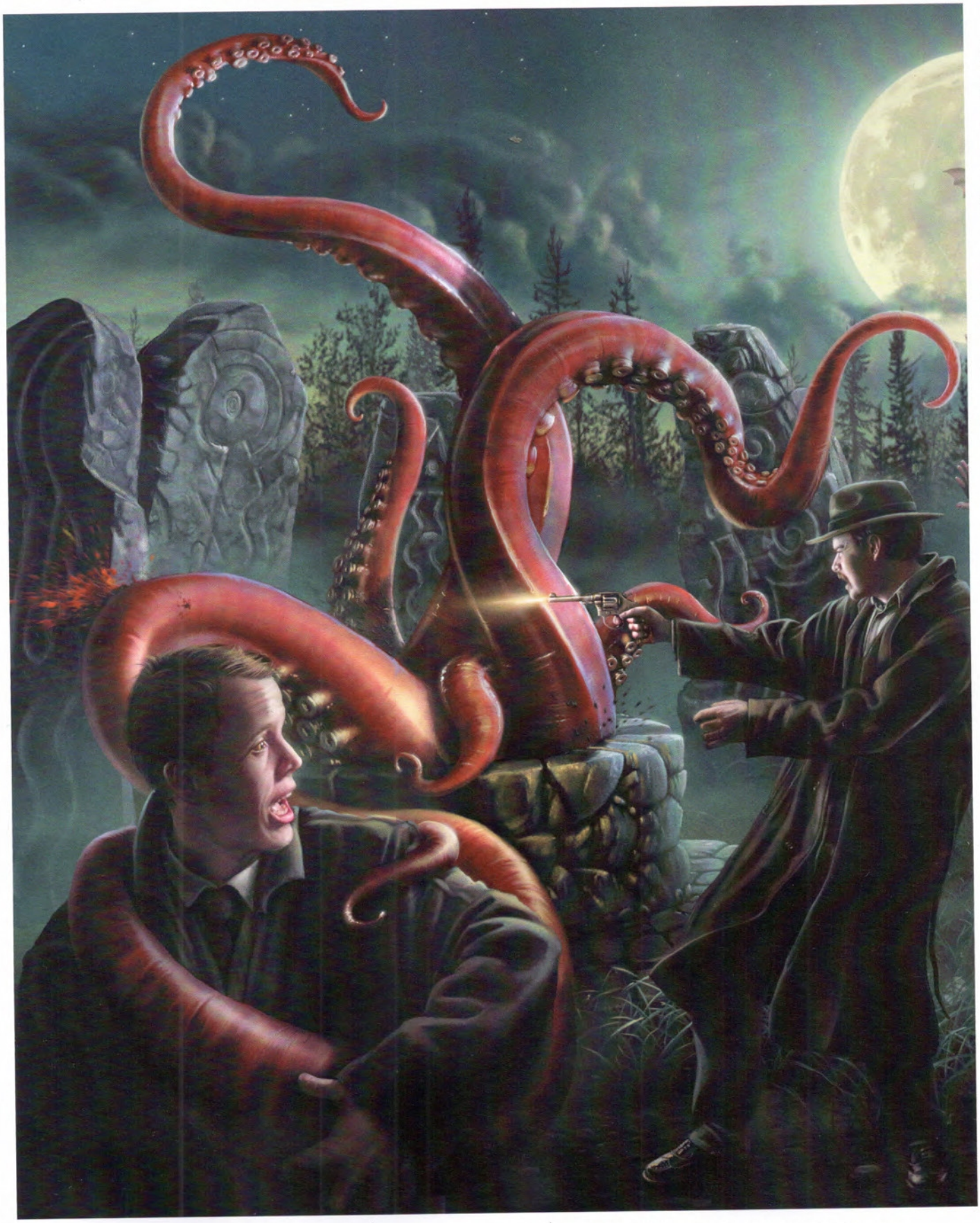
Wish for Revelation
by Tomasz Jedruszek
©Fantasy Flight Games

Wish for Insight
by Tomasz Jedruszek
©Fantasy Flight Games

Wish for Power
by Tomasz Jedruszek
©Fantasy Flight Games

Wish for Strength
by Tomasz Jedruszek
©Fantasy Flight Games

Leech Mother by Jessica Van Hulle ©Fantasy Flight Games



Imminent Demise by Hennig Ludvigsen
©Fantasy Flight Games

Change of Seasons
by Henning Ludvigsen
©Fantasy Flight Games

Shugoron
by Guy Gentry
©Fantasy Flight Games

Cruel Temptation by Dave Kendall ©Fantasy Flight Games

Strange Aeons by Patrick McEvoy ©Fantasy Flight Games

Inside-Out Hours by Aaron Acevedo
©Fantasy Flight Games

Witch Tree by Marc Simonetti ©Fantasy Flight Games

Speaker for the Black Pharaoh
by Matt Dixon
©Fantasy Flight Games

Nophru-Ka, The Forgotten Pharaoh
by Patrick McEvoy
©Fantasy Flight Games

The Black Pharaoh
by Patrick McEvoy
©Fantasy Flight Games

The Bloody Tongue by Patrick McEvoy ©Fantasy Flight Games

Previous Page:
Azathoth
by Uwe Jarling
©Fantasy Flight Games

Nyarlathotep, The Crawling Chaos
by Cyril Van Der Haegen
©Fantasy Flight Games

The Goddess of the Black Fan
by Jonathan Kirtz
©Fantasy Flight Games

The Mother's Fury
by Aaron Acevedo
©Fantasy Flight Games

Buzzing of Locusts
by Aaron Acevedo
©Fantasy Flight Games

The Unraveled Nerve
by Samuel Araya
©Fantasy Flight Games

The Dweller in Darkness by Cyril Van Der Haegen
©Fantasy Flight Games

Worlds Torn Asunder by Samuel Araya ©Fantasy Flight Games

Artist Bios

Aaron Acevedo
Aaron Acevedo was born in 1971 and raised in Schenectady, New York. He is a self-taught digital artist with a diverse client list, including Alderac Entertainment Group, Fantasy Flight Games, Laughing Pan Productions, Mongoose Publishing, West End Games, and Wizards of the Coast. Aaron is currently Art Director for Pinnacle Entertainment Group. You can see more of his work online at www.aaronace.com.

Samuel Araya
Rumor tells that South American cultist Sam Araya was born under a gibbous moon, that he rides the thousand goats of Shub-Niggurath, and that his favorite book is *The King in Yellow*. But truth be told, he just wants to build giant robots, or just robots, really. His artwork can be seen at: http://www.paintagram.com.

Laurel Austin
Laurel Austin was born in Toronto, Ontario, and has always had a great love of fantasy/sci-fi games and art. She was educated at NSCAD University and currently resides in Halifax, Nova Scotia, on the Atlantic coast of Canada. She makes her living in freelance scientific and fantasy illustration, and storyboarding.

Jill Bauman
Jill Bauman has been a freelance illustrator/designer for 27 years. In that time she has produced hundreds of covers for horror, mystery, fantasy, science fiction, and fantasy books and magazines. She has illustrated works by Harlan Ellison, Stephen King, Peter Straub, Lilian Jackson Braun, Charles L. Grant, Robert McCammon, Richard Laymon, Jack Williamson, Hugh B. Cave, Pamela Sargent, Michael Resnick, J. G. Ballard, David Brin, and Fritz Leiber. She has been nominated for the World Fantasy Award five times and nominated for the Chesley Award several times. Her art has been exhibited at the Delaware Art Museum, the Moore College of Art, the NY Art Students League, and the NY Illustrators Society. Along with her freelance career, she has been an art agent, representing Walter Velez, a well-known science fiction/fantasy artist, for 28 years. Along the way, she has also represented Richard Bober, Alan Clark, and others. Her dark poetry has been published in *Weird Tales*, *Flesh and Blood*, *Time and Space*, *Inhuman*, and *The Horror Express*. She has completed illustrations for a collection of her poetry, entitled *Inkblots*. She lives in Queens, New York, and her website is www.jillbauman.com.

Alan Bednar
Alan Bednar was born in Chicago, but moved to the UK at the age of 15, where he happily resides with his wife Charis and their two children. He has worked for a number of game companies and publishers. More of his work can be seen at http://allanbednar-gallery.nysite.wanadoo-members.co.uk/. Alongside freelance illustration, he is currently halfway through a degree in psychology.

Carlo Bocchio
Carlo Bocchio was born in Tarquinia, Italy, in 1974 and later attended art school. He began his career writing and drawing comic strips, and has recently begun painting as well. He has illustrated covers for books and roleplaying games, and also teaches illustration and drawing for comics in one of the more important schools of media art in Rome. He is also working with a film writer, with the goal of translating his work and characters to the big screen. His web site can be found at http://www.carlobocchio.com.

Paul Burrow
Paul Burrow lives in East Yorkshire, UK. He is a self-taught illustrator, specializing in sci-fi and fantasy art. Heavily influenced by the original *Star Wars* trilogy, Paul has been drawing and painting sci-fi art since the age of 5. His website scifiartist.com has been online since March 2000.

Felicia Cano
Worshipper of the Great Old Ones when the sun was young, Felicia channels the emanations of the dread Shub-Niggurath through the blood of the lesser elementals of water and air. But due to the oppressive health codes of the Americas, she has to resort to more traditional and less psychically toxic materials. Tapping the essence of the PowerBook of the Necronomicon and the Dread Stylus of Wacom, she creates horrible nightmarish visions, which you can see at your own risk at www.feliciacano.com.

Paul Carrick
Paul Carrick was born and raised on the island of Martha's Vineyard, located off of Cape Cod, Massachusetts. His parents were a writer/illustrator team for children's books, and several of their books were based on Paul's experiences as a child. Right in Lovecraft's backyard, Paul attended the Rhode Island School of Design in Providence, Rhode Island. Reading Lovecraft's writings within mere blocks of the setting must have affected him, as it is one of his most favorite subjects to illustrate. He would like to finally dispel the rumors of his being related to the Marsh family, and, no, those aren't gills. Please feel free to visit his online gallery at www.nightserpent.com.

Miguel Coimbra
Miguel Coimbra (aka toastyyy) was born in December 1977. He is both Portuguese and French and is currently living in Lyon, France. He began his career in the computer field but quickly became bored and taught himself illustration and CG. He has been working in the entertainment industry for five years, first as a graphic designer, then as a concept artist for Eden Games, and now as a full-time freelance illustrator for roleplaying games, CCGs, and books. Now he really loves his job, since drawing and painting makes him feel happy every day.

Daarken
Daarken graduated from the Academy of Art University in 2004 with a BFA in traditional illustration. Since then he has worked for clients such as Wizards of the Coast, Fantasy Flight Games, Triad Toys, BreakAway Games, and Widescreen Games. He currently freelances full time, producing fantasy illustrations and concept art for video games, and one day hopes to teach. His website is www.daarken.com.

Thomas Denmark
Thomas Denmark started his art career with Play-Doh and Legos around the age of two. Soon after he started drawing and hasn't stopped since. He lives with his wife Molly and his cat Zeus in northern California. You can view more of his work at www.studiodenmark.com.

Alejandro Diaz
Alejandro Diaz was born in Maracaibo, Venezuela, and moved to the US in the early '90s. A jack of all trades, Alex has a degree in Materials Science and Engineering, a full-time job as a graphic designer, and also is a Taiko (Japanese drumming) performer.

Juan Carlos Diaz
Juan Carlos Diaz has freelanced for editorial, greeting card, and science fiction work. He has currently jumped aboard a video game development studio, where he is learning a lot from the "pixel art masters." He studied in southern California and at the Rhode Island School of Design, but credits most of his learning to the doodles he created in his childhood, both past and present.

Chris Dien
Chris Dien has loved drawing since early childhood, but never considered a career in art. After graduating from high school, Chris served three years in the U.S. Army. Then he completed his Bachelor's degree in business. During this time Chris taught himself how to paint and draw. Upon seeing some of his work on the internet, Chris was approached by a card game company to produce art for their collectible card game. Since then he has gone on to work professionally doing illustrations for card games and roleplaying games for various publishers in the industry.

Katherine Dinger
Katherine Dinger is a Texas-based illustrator/photographer who enjoys portraying unusual characters in fanciful or horrific environments. She derives her inspiration heavily from fellow artists, dreams, and music.

Matt Dixon
Matt Dixon is an artist. More information can be found at http://www.mattdixon.co.uk.

Fergus Duggan
Fergus Duggan has been a 3D artist and 2D concept artist for the computer games industry for over seven years. He has recently moved into freelance illustration and has worked for a variety of roleplaying companies, where he produces horror, sci-fi, and fantasy artwork. His work can be viewed at www.fergusduggan.com.

Vincent Dutrait
Vincent Dutrait was born in France in 1976, and spent his childhood in the hills of Provence in the south of France. Later he studied illustration and computer art at the Emile Cohl art school in Lyon, graduating in 1997. He now lives in South Korea, working on roleplaying games, children's books, and adventure and fantasy stories. His favorite medium is acrylic painting. He loves fantastic literature (especially William Hope Hodgson) and the wondrous paintings of Newell Convers Wyeth. He website is http://www.vincentdutrait.com.

Jesper Ejsing
Jesper Ejsing was born in 1973. He lives in Copenhagen, Denmark, sharing a studio with ten other artists. Ever since he drew a portrait of his very first *D&D* character he knew he was going to do this for a living. He has no formal artistic education, having opted out of a university degree in Danish literature and art history to become a freelance artist. He began his career as a comic books colorist and later moved on to book covers. In the beginning he illustrated history books, but now does exclusively fantasy art. In 2001 he wrote a handbook about live roleplaying, and has followed it up with two more. All three of them have been bestsellers in Denmark. He has written a novel, *Jarvis: The Sorcerer's Apprentice*, to be published by Fantasy Flight Games. Other work for FFG includes contributions to *Runebound*, *Descent*, *World of Warcraft: The Board Game*, and numerous other smaller board games and rulebooks. He has a 9-month-old son named Asbjørn, which in old Danish means "God of Bears."

Fabien Fernandez
Fabien Fernandez (aka fablyrr) is a French illustrator. He works in several different mediums (painting, pen, ink, computer illustration, etc.).

Anders Finér
Anders Finér is a self-taught artist born in Torsby, Sweden. He has worked on comic books, CCGs, roleplaying games, graphic novels, computer games, CG commercials and a CG animated feature. Some of projects include *The Seventh Shrine*, *The Hedge Knight*, *Arkham Horror*, *The Longest Journey*, and *Free Jimmy*.

John Goodenough
John Goodenough was born in 1975, and has finally found a way to blend his passion for art and games as a fantasy game illustrator. As an avid game enthusiast, John also playtests many of the games he helps illustrate. He feels that his most successfully illustrations help communicate how the actual game mechanic on the card works. John currently lives in Minnesota and works on the other side of the drawing board as a game developer.

John Gravato
John Gravato is originally from South Africa and currently resides in the United Kingdom. He has been in the publishing industry for eight years, working as a concept illustrator and sculptor for PS2 and XBox games, and as a hired gun for several game and magazine publishers.

Cris Griffin
Christine Griffin is a mom, wife, artist, and eternal seeker of the perfect hair color. She has a Master's Degree in Painting and a cat who thinks that sharing the computer chair is her God-given right. For more examples of Cris's work,
see http://griffingirl.epilogue.net. Cris is available for commissions, as time permits...and if the payment involves chocolate.

Josh Hagler
Joshua Hagler received his B.F.A. in Studio Art from the University of Arizona in 2002. He currently lives and works in San Francisco as an artist of multiple disciplines. His work has been shown work in galleries and museums throughout the United States, and in 2005 he was nominated for the San Francisco Bay

Area Emerging Artist Award at the San Francisco Center for Design Galleria. He is currently developing his first graphic novel, entitled *The Boy Who Made Silence*, the first chapter of which can be read at www.joshhagler.com. His current projects include a collaboration with comics veteran Sam Kieth on the comic book miniseries *My Inner Bimbo*, published by Oni Press. His work will also appear in *Spectrum 13* in Fall 2006. To find out more about shows and publications, check out http://joshuahagler.livejournal.com. Mr. Hagler is currently represented by Quattro Media in Los Angeles.

Andrew Hall
Andrew Hall is an illustrator/concept artist from Hertfordshire, England. He is currently developing computer games in the heart of London, working freelance when he can, or when Cthulhu comes knocking. At his website, http://www.artbyandy.com, you can contact him, browse all his Cthulhu work, and read more of his spiel.

Nils Hamm
Nils Hamm was born in 1973 in Germany, and lives and works as an illustrator and artist in the lovely city of Düsseldorf. For more works by Nils, please visit www.raketula.de.

Pat Harrigan
Pat Harrigan is a Minneapolis-based writer and editor. With Noah Wardrip-Fruin he has edited two volumes of academic essays for MIT Press: *First Person: New Media as Story, Performance and Game*, and *Second Person: Role-playing and Story in Games and Playable Media*. He is also author of the novel *Lost Clusters*.

Mats Holmberg
Mats Holmberg is an artist from Stockholm, Sweden, who has been drawing sci-fi-related art since…as far back as he can remember, really. However, it wasn't until 2003 that he began doing colored work, and he is now trying to combine his "hobby" of painting with a full-time job as an architect.

Rafal Hrynkiewicz
Rafal Hrynkiewicz was born and raised in Poland but currently resides and works in the Netherlands. He started his freelance career in 2001 and has worked on various projects since, though he mainly specializes in fantasy illustration. His works have been published in games, books, comics, albums, and websites. He is also an editor for the Epilogue.net web gallery.

Uwe Jarling
Uwe Jarling was born in 1968, and after graduating in 1991 with a degree in graphic design, he worked as an illustrator and graphic designer. His first works were countless covers for videos, books, and many technical and architectural illustrations for advertising agencies. In 2000, he began to concentrate more seriously on fantasy artwork. Although he has traditionally worked in oils, watercolors, and gouache, since 2003 almost all of his work has been painted digitally, for clients all over the world. He lives and works in a little village in the south of Germany. His website can be found at www.jarling-arts.com.

Tomasz Jedruszek
Tomasz Jedruszek was born in Poland in 1977. When he was 6, he received his first comic album (of *Thorgal*) from his father. Ever since then, he has wanted to be an artist, and to tell stories with images, just like Rosinski. In the following years he was also influenced by Gimenez, Giger, Manara, Sorayama, Vallejo, Frazetta, Brom, and Mullins. He was educated in math and physics in high school, and at first intended to become a software engineer, but wound up receiving a degree in Architecture. In the third year of his studies he began work as a professional artist for the Polish RPG/fantasy publisher Portal. The greatest adventure of his life had begun, although his course work suffered. Finally he found some free time to graduate, after nine years of "studying." He is now working as a freelance artist, and in his free time developing his own project, *Venhelis*.

Andrew Johanson
Andrew Johanson spent his early years growing up along the Oregon coast. He then migrated east, graduating from the Rhode Island School of Design in 2004. Andrew now does freelance illustration out of his home in Nevada, where he lives with his sweetie Jen and their pet turtle.

Dave Kendall
Dave Kendall is a British-based illustrator specializing in fantasy and horror. He is currently working on book covers, comics, role-playing and card games. As a big fan of all things horrific, he has produced paintings and imagery for Brian Lumley and Ramsey Campbell. He continues to try to remember his nightmares in the hope that they can make it to canvas.

Jonathan Kirtz
Jonathan Kirtz has been a freelance artist in the pen & paper industry for two and a half years. He currently resides in Virginia where he works at Mythic Entertainment as a concept artist on the upcoming PC MMORPG *Warhammer Online: Age of Reckoning*.

Michel Koch
Michel Koch was born in France in 1980. After some science education he decided to enter the Emile Cohl art school in Lyon. He now works as a freelancer for several publishing and game companies such as Triking Games, Fantasy Flight Games, AEG, and Pocket. He is currently working with a French writer on an illustrated sci-fi novel. He especially loves dark and bizarre subject matter and moods.

Michael Komarck
Michael Komarck was born in Louisiana and promptly relocated to Michigan where he's lived ever since. As the years passed, he transitioned from crayons to pencils to acrylics to oils. In 1989 he found himself at a community college, where his suspicions that he was better off self-taught in art were proven correct almost immediately. After several years as a projectionist at the local cineplex, he co-founded a small publishing company. However, with the exception of illustrating several children's books, the majority of his time was spent designing business cards, ads, and eventually web-related material (mostly Flash animation). It was during this period that he was introduced to Photoshop and ultimately replaced his oils with digital paint. He is now a full-time illustrator, and has created covers for many authors, including Robert Asprin and George R.R. Martin.

Kyri Koniotou
Born in London, Kyri Koniotou studied art at Middlesex University. He is currently living in London, working as a full-time freelance illustrator and painter for various clients in the gaming industry. Some of his artistic influences include Egon Schiele, Gustav Klimt, Kent Williams, Justin Sweet, Glenn Fabry, and many others.

John Kovalic
USA Today called John Kovalic a "hot pick." His creations include the comic book *Dork Tower*, as well as *Dr. Blink: Superhero Shrink*, *Snapdragons*, and many other features. His work has appeared everywhere from *The New York Times*, *The Washington Post*, and *Rolling Stone* to *Dragon* magazine. John is co-founder, co-owner, and Art Director of Out of the Box Games (producers of the million-selling, multi-award-winning *Apples to Apples*, among many other games). He also created the *Whad'ya Know* party game in 2003. His *Dork Tower* comic book is a multi-Origins Award winner, while John's work on games like *Munchkin* and *Chez Geek* has also garnered multiple awards. In July 2003, John was inducted into the Academy of Adventure Gaming Arts and Design Hall of Fame, the first cartoonist to receive such an honor. His web site can be found at www.dork-tower.com. In his spare time, John searches for spare time.

Henning Ludvigsen
Henning Ludvigsen is a Norwegian digital artist with a traditional art education and twelve years of experience in digital art, design, and illustration. He is currently working as Art Director at a computer game development company in Greece, and is working on personal projects and commissions during his spare time. He is an award-winning artist, featured in books like *Exposè 3* and *Exotique* (both from Ballistic Publishing), and on dozens of web-sites. He is also one of the expert panel artists for the magazine *Imagine FX* (Future Publishing).

Roberto Marchesi
Roberto Marchesi is a 28-year-old Italian/Danish illustrator and concept artist, originally trained as an architect at the Academy of Art in Copenhagen. After a couple of years as a children's book and fantasy illustrator he began working as a concept artist for the Danish software company IO Interactive. In his spare time he freelances for clients like Fantasy Flight Games, Wizards of the Coast, Steve Jackson Games, White Wolf, and AEG.

John Matson
John Matson developed his love of fantasy and science fiction at an early age, regularly covering his school folders and homework with doodles of an alien and barbarian persuasion. Born and raised in Milwaukee, Wisconsin, he attended Milwaukee High School of the Arts and graduated in 1994 from the Milwaukee Institute of Art and Design (MIAD) with a BFA in Illustration. In addition to a sometimes hectic freelance schedule, he now teaches what was his favorite class at MIAD.

Michael May
Hailing from beautiful Colorado, Mike May currently works full time as a freelance illustrator, specializing in fantasy artwork. His artwork ranges from nightmarish to cartoony, and he is always searching for fun new styles.

Patrick McEvoy
A professional illustrator since 2002, Patrick McEvoy has worked in games, comics, concept art, and book illustration. Initially working in traditional painted media like his inspirations N.C. Wyeth, Frank Frazetta, and Jim Steranko, he has been busily concentrating on creating art with the computer for the last two years, attempting to blend the best of both worlds in his illustrations. His original oil painting of the Great Old One Ithaqua (originally created for Fantasy Flight's *Arkham Horror* board game, and included on page 29 of this volume) won the "Best Horror" award at the 2005 Dragon*Con art show. Patrick spends what little free time he has with his wife and cats in Northern California.

Jeremy McHugh
Jeremy McHugh is a New Hampshire—based fantasy illustrator. He began his art career five years ago and is one of the fortunate folks who genuinely loves his job. A relative newcomer to the Cthulhu Mythos, Jeremy enjoys creating images of tentacled perversions and dark horrors.

John Moriarty
John Moriarty has been working as a freelance artist since 2001 after graduating from the Hussian School of Art in Philadelphia. He grew up in South Jersey and currently resides in Philly, where he works in graphic design. John's illustrations are entirely in acrylics, and he has thus far avoided the temptation to work digitally. More of his artwork can be seen at www.johnmoriartyart.com.

Socar Myles
Socar Myles likes rats, drawings, and, not surprisingly, drawings with rats on them. She also lies springtime, the outdoors, and the way grape juice tastes when one is incredibly thirsty. Her favorite hobby is playing huge, elaborate practical jokes. There's not much else to say about Socar Myles, except that she's an illustrator living in BC, Canada.

Torstein Nordstrand
Torstein Nordstrand is taking advantage of the digital age to create evocative art for companies all over the world. His paintings, frightening or fantastic, add vision to the worlds of many major publishers of fantasy entertainment. When he is not busy exploring another piece of ghastly art, he spends his time trying not to frighten off his newborn son Erlend and wife Christine. You can see much more of Torstein's horror work at www.torsteinnord-strand.com.

Terry Pavlet
Terry Pavlet is an award-winning illustrator and graphic designer, whose work has appeared in many roleplaying games, comic books and magazines. He has done everything from fantasy to animation, and logo design to product literature for many commercial clients, all digitally and with the aid of a good ol' #2 pencil. He still lives in his native Wisconsin, with his family, having fun with what he does for a living. More information can be found at www.hausofdesign.com and www.terrypavlet.com.

Ted Pendergraft
Ted Pendergraft first began working in the film and television industry as a concept and production designer before beginning his senior year of college. He has since established himself as a premier game development and high-end illustration vendor doing business as www.tedwork.com. His recent projects include character design on a PSP title for Sony Computer Entertainment of America, concept design for a Playstation 3 game to be released by Sony Online Entertainment, and Wizards of the Coast's *Dungeons and Dragons* RPG. He is currently considering full-time employment opportunities in the video game industry in order to become better prepared for future development of next-generation independent properties.

Nick Percival
An award-winning illustrator, Nick Percival has written and directed many CG animation sequences for video games and FX. Nick has also created concept, design, and production artwork for many of the world's leading video game publishers. His artwork can also be seen in Marvel comics, *2000AD*, and collectible card games. He currently develops projects for comic books, games, film and television. His website is www.nickpercival.com.

Edward Reed
Edward J. Reed, who goes by Ted, is an artist and illustrator who lives in Virginia with his wife and two young daughters. He teaches portrait, figure, and still life painting at The Art League School. In the fine art world, he has painted portraits of U.S. congressmen and Hollywood movie stars and won awards in national and international juried competitions. His colleagues, clients, and students in the fine art world have no idea, however, that extensive exposure to the Cthulhu Mythos in literature, RPGs, and CCGs has severely compromised aspects of Ted's sanity. Far too often he finds himself, in the small, lonely hours of the morning, furiously painting away at troubling visions of impossible creatures with far too many tentacles.

Natascha Roeoesli
Natascha Roeoesli was born and raised in Switzerland as the only daughter of two photographers. She is now working in Greece as a freelance illustrator and concept artist for gaming companies, private clients, authors, and publishers. Her award-winning art and tutorials have been published in several books and magazines, and on websites.

Christian Schwager
Born in a small town in Bavaria in 1974, Christian Schwager has been drawing and painting since the day he could hold a pen in his nifty little hands. His favorite subjects are science fiction and fantasy themes, but his works are also featured in advertising and on CD covers. Christian is currently living and working in New Zealand, drawing inspiration from the lands of Middle Earth.

Lars Simkins
Lars Simkins really dislikes bios. So much so that whenever he's asked to write one he usually submits a tirade against them in its place. Maybe it's his inability to prioritize information, or his assumption that the details of his life are unspeakably (or unwriteably) boring. Who can say? Certainly not he. Thankfully he does let the sincerely curious know to visit atomicagedog.com for more of his art, music, and films. Cheers.

Marc Simonetti
Marc Simonetti was born in 1977 in Lyon, France. He studied fine arts in the "Beaux Arts" of Annecy, a lovely medieval place in the Alps with a great lake, which gave him his love of backgrounds. He then studied at the Emile Cohl School of Lyon and later worked for two years in a the video game industry as a background artist. He now produces work for video games, SF novel covers, comics, roleplaying games, and collectible card games.

Oliver Specht
Oliver Specht was born in 1972 in Germany, and studied at the Emile Cohl art school in Lyon, France. He has worked as a concept artist for various video games, most recently on *Anno 1701*. He is currently working as an art director at a video game company in Berlin, Germany.

Yulia Starsev
Yulia Starsev was born in Moscow, Russia, in 1988, and is currently attending high school in Canada. She has been previously published in Ballistic Publishing's *Exotique*.

Bob Stevlic
Born and raised in the Chicago area, Bob Stevlic worked as an illustrator for a consulting company before venturing into game art. While citing "many sources" for creative inspiration, he says his biggest influence in life has been Bruce Lee. Outside of art Bob's interests include mixed martial arts, motorcycles, and spending time with family.

Grégory Szucs
Grégory Szucs was born in France in 1980, and learned the basics of his craft at the Emile Cohl art school in Lyon, France. You can check out his portfolio at www.gribouillis.com.

Xia Taptara
Xia Taptara is a Seattle-based artist. More information can be found at http://www.angelfire.com/wa2/xia/me.html.

Rob Thomas
Robert Thomas is a self-taught artist from Boston. Much of his work is sketched in pencil and finished with acrylics and colored pencil or a stylus and Photoshop. He likes to draw strictly from imagination and rarely uses any reference unless absolutely necessary.

Grey Thornberry
Gret Thornberry is a Brooklyn-based artist specializing in creature and character illustration, and generally prefers working with dark or violent (implied or explicit) subject matter. His personal website is http://www.greystudio.com, and he is also a member of NinJa Mountain (http://www.ninjamountain.net), a small group of fantasy artists dedicated to professionalism and improving their craft.

Francis Tsai
Francis Tsai is a lead concept artist for High Moon Studios, a Southern California game company. He lives in San Diego with his wife Linda, an architect, and two cats, who are not architects. In addition to work in the games industry, Francis has contributed to projects in comics, television, and film. More information and artwork can be found at www.teamgt.com.

Cyril Van Der Haegen
Born and raised in Switzerland, Cyril Van Der Haegen moved to the USA a long time ago, has worked in the video game industry for a bit less than a decade, and has been in love with illustration all along. This is his third year freelancing.

Jessica Van Hulle
Jessica Van Hulle is a Bay Area native and resides and works in Oakland, CA. She received her B.F.A. in Illustration in May 2004 from the Academy of Art University in San Francisco. Van Hulle has been honored both nationally and locally for her artwork. She was the Spotlight Featured Artist of *The Artist's Magazine*, February 2003, and was a winner of the New York Society of Illustrators 2002 student competition. She has completed over 50 professional illustrations.

Walter Velez
Walter Velez is 66 years old. He was born, raised, and educated for the most part in New York. He attended the High School of Art and Design (in those days it was called the High School of Industrial Art) in the '50s, and later attended The School of Visual Arts and studied illustration with Burne Hogarth, creator of the original Tarzan Comic Strip and publisher of numerous well-known books on anatomy in action. He worked for a few years as a graphic designer and art director at various ad agencies and design studios. This was a priceless part of his education, since it taught him the mechanics of preparing art for print and film. After a few years of that he decided to do what he was trained to do and enjoyed the most, painting and illustration. Thanks to his agent Jill Bauman, he was able to find a niche in science fiction/fantasy, which he's been involved in for the last 30 years. He has illustrated book covers for most of the of the publishers of those genres, as well as for children's books, gaming, and record covers. You can check out the range of his work at http//www.geocities.com/wvelezart.

Sylvain Vialla
Sylvain Vialla (aka lasth) is a French artist born in 1981. Currently a graphic design and art student, he is a fan of dark, strange, odd, and violent universes, especially those of cyberpunk and sci-fi. He loves everything that looks weird and experimental and has a little fun in it. He spends his time drawing, reading comics, using the computer, listening to electronic, metal, and industrial music, and playing soccer. His website is http://lasth.free.fr.

Franz Vohwinkel
Franz Vohwinkel was born in 1964 in Munich, Germany, studied graphic design in Darmstadt, and achieved his degree in 1991. In the same year, he did the illustrations for his first board game, *Drunter & Drüber*. Since then, he has done the artwork for more than 200 games, and has won the prestigious German "Game of the Year" award three times. For many years Franz Vohwinkel has also been a true sci-fi and fantasy fan. In 1996 he was the first German illustrator to do artwork for *Magic: The Gathering* and the *Battletech* CCG. Ever since, the number of fantasy and sci-fi illustrations in his work has grown consistently. Among his personal favorites are his illustrations for *Classic Battletech*, the artwork he created for *Dungeons & Dragons*, and his work as illustrator and art director for the card game *Blue Moon*. In the last few years he has worked on the CCGs *Legend of the Five Rings*, *Warhammer 40K*, and *A Game of Thrones*. Besides his work in the gaming industry, he also illustrated book covers for German publishers. His illustrations have been repeatedly shown in *Spectrum: The Best in Contemporary Fantastic Art*. In 2006 he and his wife moved from Germany to the United States. They live and work in Seattle, Washington.

Shane Watson
S.C. Watson is a freelance artist living in the Pacific Northwest. His interests are too many to mention, but his primary love (aside from his wife and kids) is painting. More of his works can be found at www.shane-watson.com.

Eric Wilkerson
Eric Wilkerson is an award-winning painter and illustrator living in the New York Hudson Valley. He has worked in publishing, on logo/concept design for feature films, and on various television commercial projects. His work has been honored in *Spectrum: The Best in Contemporary Fantastic Art*, *Expose 1*, *CG Explorer 2*, and most recently, *Digital Art Masters Vol. 1* from 3D Total. He currently works as a character designer for a animation studio in NYC. Eric's work can be viewed online at www.starleagueart.com.

Jarreau Wimberly
Jarreau Wimberly was educated at the University of the Arts in Philadelphia and earned his BFA in 2004. Mr. Wimberly also…okay, sorry for the lame third person intro. To tell you the truth, I'm really a robot sent from the future–an unstoppable illustrating machine hell-bent on creating tremendously mind-blowing fantasy art. Oh yeah…and to kill Sarah Connor!

Brian Wood
Brian Wood is president of game company Hyperion and has previously edited the Fantasy Flight volume *The Art of George R.R. Martin's "A Song of Ice and Fire."*

Additional Artists
Paul Ballard, Linda Bergkvist, Dennis Calero, Joe Calkins, Roberto Campus, Cameron Davis, Eric Deschamps, Fabien Fernandez, Guy Gentry, Chris Hill, Andrew Johansen, Camille Kuo, Zotho Lhun, Henning Ludvigsen, Charles Morrow, James Ryman, Chris Seaman, Bob Stevlic, Armin Stocker, Jean Tay, Sedone Thongvilay, Derk Venneman, Doug Williams, and Mike Yamada are artists who have contributed to Fantasy Flight Games's *Call of Cthulhu* collectible card game.

Caryad, Gene Day, Francois Lautret, John T. Snyder, and Tom Sullivan are artists who have contributed to Chaosium's line of *Call of Cthulhu* roleplaying games.

Cthulhu for President by Matt Dixon
©Fantasy Flight Games

Tentacular Spectacular by John Kovalic
©Fantasy Flight Games

ARKHAM HORROR™

The Lovecraft Mythos Lives

Enter a world crawling with horrors from beyond space and time. Brave mysteries that will shred any mortal mind. struggle to protect mankind from the deathless malevolence of the Great Old Ones.

Arkham Horror pits the players against the slumbering might of an ancient being from the Lovecraft Mythos, such as Yog-Sothoth, the Blind Idiot God Azathoth or Cthulhu himself! The investigators must battle eldritch terrors, venture into other worlds, seal mystical gates and retain their sanity in a quest to save Arkham before the Great Old One awakens!

With unique cooperative gameplay and immense replayability, Arkham Horror just gets better with the addition of Curse of the Dark Pharaoh and Dunwich Horror, adding new investigators, new Great Old Ones, new terrors, and new allies.

Arkham Horror	VA09	$59.95
Curse of the Dark Pharaoh	VA33	$29.95
Dunwich Horror	VA32	$49.95

Curse of the Dark Pharaoh

The Exhibit is in town, and Arkham will never be the same! "The Legacy of the Pharaohs" seems like an ordinary museum exhibit, but there is something sinister in these relics from a forgotten kingdom … and the dark forces that gather around Arkham know it. There is something potent and powerful among those artifacts from the past, but will it destroy Arkham … or save it?

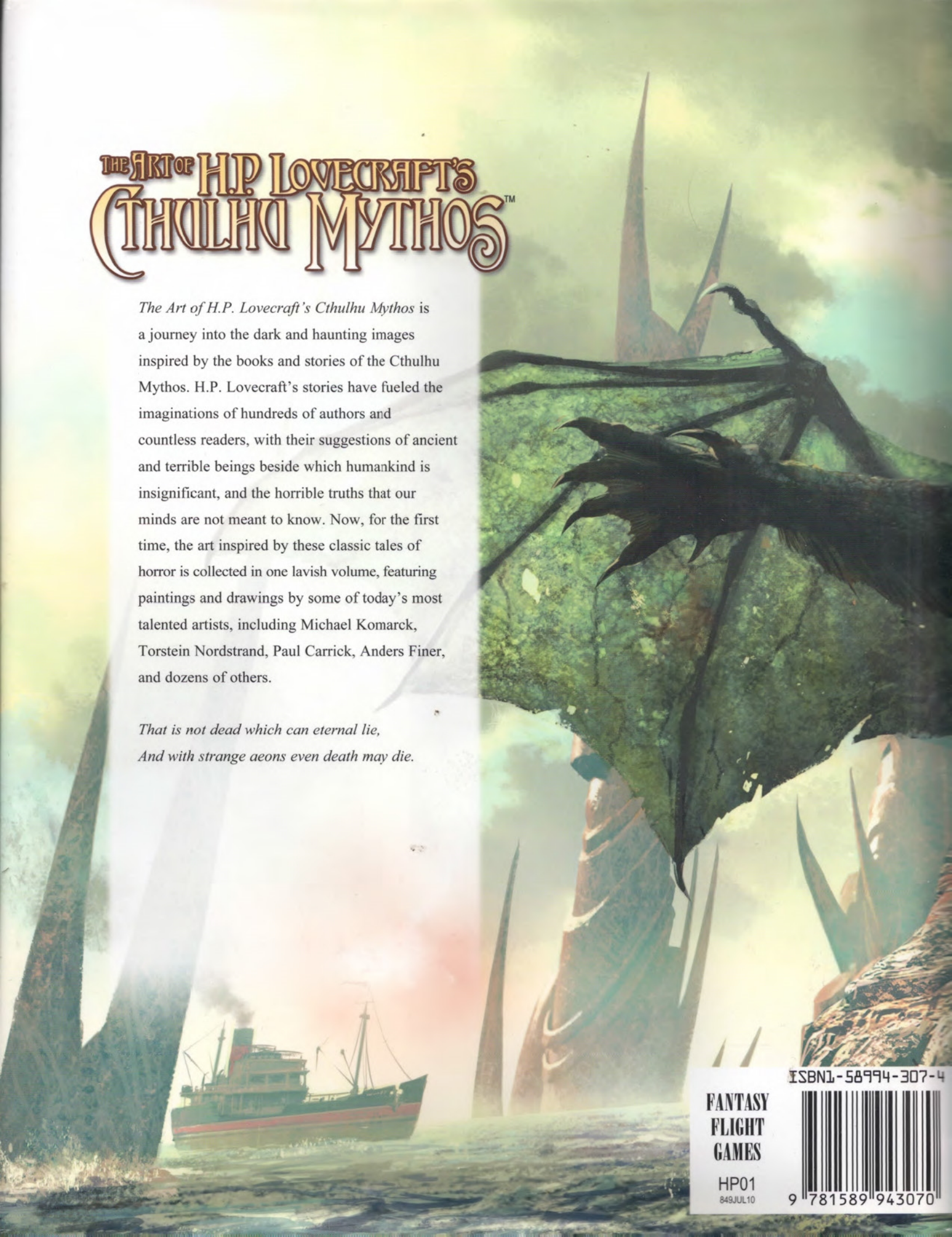
A CALL of CTHULHU BOARDGAME

FANTASY FLIGHT GAMES

www.fantasyflightgames.com

Call of Cthulhu and Arkham Horror used under License from Chaosium Inc. © 2005 FFG

Howard Phillips Lovecraft (1890-1937), little-known to the public during his lifetime, is now recognized as the premier American weird fiction writer of the 20th century. His work has profoundly influenced several generations of science fiction, fantasy, and macabre writers. His tales of cosmic terror, and those of his many admirers and imitators, form an extensive body of fiction called the "Cthulhu Mythos," named after Lovecraft's most famous creation, the malign, many-tentacled alien god Cthulhu.



The Art of H.P. Lovecraft's Cthulhu Mythos™

The Art of H.P. Lovecraft's Cthulhu Mythos is a journey into the dark and haunting images inspired by the books and stories of the Cthulhu Mythos. H.P. Lovecraft's stories have fueled the imaginations of hundreds of authors and countless readers, with their suggestions of ancient and terrible beings beside which humankind is insignificant, and the horrible truths that our minds are not meant to know. Now, for the first time, the art inspired by these classic tales of horror is collected in one lavish volume, featuring paintings and drawings by some of today's most talented artists, including Michael Komarck, Torstein Nordstrand, Paul Carrick, Anders Finer, and dozens of others.

That is not dead which can eternal lie,
And with strange aeons even death may die.

ISBN1-58994-307-4

FANTASY FLIGHT GAMES

HP01

849JUL10

9 781589 943070